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Editor-in-Chief
Rick "Duicarthan" Miller

Assistant Editor-in-Chief
Brian "Cebrion" McRae

Assistant Editors
John "SMDraken" Hall, Ed Healy, Sam "Samwise" Weiss

Art Director
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Contributing Authors
Gary Van Binsbergen, Creighton Broadhurst, C. Wesley Clough, Rick Miller, Trevor Watson, Sam Weiss

Contributing Artists/ Cartographers
Liz Courts, Larry Elmore, James Keegan, Daniel Kvasznicza, Rick Miller, Jerry Minor, Dean Oyobo, Trevor Watson, Jeff Wrbelis

Webmaster and Provider
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Playtesters
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CHRONICLE OF THE MAD ARCHMAGE

Words cannot express the loss of the father of the World of Greyhawk, Gary Gygax that we feel. In tribute, the Oerth Journal staff is delaying the Beyond the Flanaess works to commemorate the setting and indeed the games co-creator itself. Oerth Journal 25 will be a tribute issue commemorating and exploring the places first created by Gary himself, writers include Creighton Broadhurst, Paul Looby, Rick Miller, and more to be announced! Starting in issue 26 we will be exploring arcana, faiths, regions and peoples outside the Flanaess. Look for more on this on the Oerth Journal Writers boards found at http://www.canonfire.com. Thanks again to all the support of the Oerth Journal staff, contributing authors and writers without whom Tharizdun's grasp would have overcome Oerth. We hope you enjoy this issue of the Oerth Journal. Cheers!

Until the Starbreak,

Rick "Duicarthan" Miller
- Editor-in-Chief

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On the Cover

Aside from a wondrous cover image, Dean Oyobo returns depicting dragons of the Flanaess in A Compilation of the Draconic Realms of the Flanaess! Dean is a freelance graphic designer from England and an all-around great guy. Dean's work also graced the cover of Oerth Journal 22. His art can be seen at http://www.paleshadows.co.uk

Featured Artists

Liz Courts sends shiver up our spines with her vision of Kasha Lom from the Sundered Spark. Liz our current acting art director and fellow Werecabbages member maintains her own site at http://darkmoongallery.com/index.php

All art contributed by Larry Elmore is a copyright of Elmore Productions Inc. Larry's webpage is http://www.larryelmore.com

James M Keegan returns to haunt us with an image of horror in the Sundered Spark. James started working with us in the Gleaners article from Oerth Journal 23, his work can be found at http://www.jamesmkeegan.com

Jerry Minor brings a gentler touch to this issue with his version of Ehlonna and Guiliana Mortidus. Jerry's work can be located at http://www.myspace.com/jerantino

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A COMPILATION OF THE DRACONIC REALMS OF THE FLANAESS, VOLUME 1

By Gary Van Binsbergen

Art by Dean Oyobo and Larry Elmore

Draconic: Hysvear ekess vivex vur ossalur karif, maekrix shafaer persvek darastrix ominak. Renthisj ekes throden munthrek, tundar, vaecaesin vur ghik zyak edar, verthicha, casein, vur arux majak okarthel vur noach.

Common Translation: Soar to victory and travel far, lead on in dragon name. Speak to many humans, dwarves, elves, and orcs so earth, mountains, forests, and valleys give homes and wealth.

Io, Creator of Dragonkind

Draconic: Gixustrat loerchik shafaer edar, thadarsh vur valignat throden okarthel clax noach vur rasvim ihk wux.

Common Translation: Disembowel peace on earth, pillage and burn many homes taking wealth and treasure for yours.

Tiamat, the Chromatic Dragon

Introduction

Myths and legends of the Flanaess tell of times when history was dominated by races different from those that rule today. In ages past, many kingdoms have risen and fallen only to become a chapter in the scrolls of historians, others still find their legacy reduced to nothing more than whispers and rumors if not entirely forgotten to the annals of time. There was a day when the first kingdoms arose, ten realms that shall never be erased by the sands of time.

The first of the many kingdoms established in the Flanaess belong not to the humanoid races of today or those of yester-year, but to those of the draconic. Humans, dwarves, orcs, all ruling races of today have failed to recall or perhaps recognize the first masters of their world. Only the elves, with their great lineage and longevity could possess the wisdom to understand that these other races are nothing more than a blink of an eye in the ages of time, for they recall

the days when the dragons ruled.

Origin of the Dragon Kingdoms

One hundred centuries ago, Oerth's dragons originated from what a few learned scholars refer to as Dragon Island or Draconis Island. This island, located near the center of the Celestial Sea is where Io is said to have created the first of dragon kind.

Io was the first of the gods to create a race of creatures which would day dominate the lands of Oerth. As his creation was first to appear, it became the cause of much discussion and disagreement amongst the gods for each wanted their races to become the dominate creatures of Oerth. It was The Lady of Our Fate, Istus, Goddess of Prophecy, who brought about an end to the disagreements for she declared the future and her worlds could not be changed. When Istus spoke, all stopped to listen for her words were final.

"And so it shall be that a great departing of the dragons shall come and they shall separate giving rise to ten kingdoms. These realms shall birth the many empires of your children so that one day they too shall become masters of their appointed times. It shall be during these days that the dragons shall sleep, their kingdoms all but forgotten to the lesser beasts of the world. Finally, in the Age of Dragons Glory, the draconic creatures shall awaken and their hunger will once yearn. Their voracious appetite shall consume the land as they did before and dominate the world, cleansing it from the failures of your children."

So it was decreed that the dragons would become the first rulers of Oerth, give rise to the lesser races so that they would flourish, only to strike them down and take their rightful place in the four corners of Oerth when their age of glory would arrive.

The creation story of these majestic creatures goes far beyond the text of this scroll. What can be said is that Io recognized the diversity of beliefs he had installed within dragonkind and began to plan for the eventual Great Departing. For dragons lived in a world void of other

creatures which could challenge them, so they took to quibbling amongst one another over petty differences such power, territory, and philosophical beliefs such as good, evil, death, and justice. Io quelled these disagreements but eventually tired of the responsibility and chose to settle these differences by creating even greater dragons that would be taught various views Io held as consistent with his nine facets of beliefs. These instructors would be revered higher than any mortal dragon created yet not above himself. Life had been given to the many draconic gods, and so it would be their responsibility to teach dragons the views that they were created to represent.

Of the lesser draconic gods Io created, three became prominent in the rise of the Draconic Kingdoms of Oerth; Io's first born Vorel, Bahamut, and Tiamat. This tale often repeated in the lore of the Dragonscale (see *Races of the Dragon*) tells of the events leading up to the death of Vorel at the claws of Tiamat, only to shift the blame towards Bahamut. Once Io discovered the truth, Tiamat was banished along with her many followers. Bahamut chose to counter

her evil by spreading his wings and taking countless good dragons with him. Bahamut and Tiamat then began the Dragon Wars. So spread the evil dragons throughout Oerth, all under the orders of Tiamat to go forth and subject the world to her terror. So spread the good dragons throughout Oerth, all in search of their traitor goddess and those she ruled over.

In the years that followed, the dragons took heart to the world and settled unto the great four continents of Oerth. Within these lands, they established kingdoms, one for each species, and each kingdom was represented on each continent, some near one another, others leagues apart.

In these days, many races dwelled throughout Oerth, properly placed by their creators. Each of these races lived a meager existence, living day by day, surviving at best, and slowly dying at worst. The dragons of good took heart to many of these creatures, such as the elves, the dwarves, and the humans. The dragons of evil sought to enslave these weaker beings, and so creatures such as orcs, gnolls, humans, and the like became their unwitting pawns. The draconic influence had over the creatures of Oerth was considerable. Viewed in fear and awe both, all races saw the dragon's way and emulated it as best they could, thus they created kingdoms of their own.

The Dragon Kingdoms

Each species of dragons within the Monster Manual has established a kingdom based upon their favored climate and terrain. Although it is known that the ten species of color dwell on all four continents, little is known of the success or failures they have had on any land other than Oerik, most specifically, the territory known as the Flanaess, and so only those lands that are spoken of here.

This is not to say that the ten species of dragons are limited to specific areas of the Flanaess. On the contrary, many dragons have left their realm for various reasons. Certain areas are highly congested with other dragons of their kind. As a result, younger dragons are often motivated to move outward in order to find a suitable place to live rather than contend with larger, more aggressive dragons. Other dragons serve as emissaries of their kind, taking part in the offerings of other civilizations, such as those of humans and elves, while other representatives enter the realms of other dragons in order to bring about news, offer assistance, or perhaps request it. Spies are common within the kingdoms of dragons, thus such individual's lay low yet garnering information necessary to further dominate the lands and exercise the strength of their kingdom. Finally, all dragons are creatures of great stature, whose status may have been compromised by a moment of weakness or shame, while others still have yet to earn the honor lost by their ancestors.

Dragons of the black, red, and white species, all of which are chaotic evil in nature govern territory based on brute strength. The older, more powerful dragons claim the best lands leaving the weaker dragons to the surrounding territory that is far less desirable. Dragons of lawful nature tend to have an organized government or hierarchy in which they follow.

As the dragons age, the younger of the species begin to see themselves as rivals for better terrain and as a result plan and scheme for the single territory of their choice. While young, these dragons focus upon a particular terrain, and plot and scheme over the decades and centuries, waiting for the opportune moment to seize what they desire.

Rarely do these dragons work in cooperation of one another, though it has been reported that a couple of younger dragons will take sides against one older in order to remove it from the desired territory with the agreement that the land will be split. Such agreements are always hollow for in almost all cases, both dragons involved are secretly plotting against one another with plans to kill the other.

The Chromatic Dragons

Black Dragons

Black dragons favor warm marshes and as a result rule the southern portion of the Flanaess. Ten centuries ago, before many of the present day humanoid races inhabited or destroyed them; the tropical lands extended further northward than they do today. Therefore, when the black dragons first arrived, their territory was larger than it is today. In the southeastern Flanaess, the borders of The Black Dragon Empire of Eribonyxtaliff's Domination stretches from the Hepmonaland Jungle northward to the Rieuwood Forest, including the Lordship of the Isles, while in the western portion, the borders stretch from the Amedio Jungle to the Hool Marsh, yet bypassing the territory of their red cousins in the Hellfurnaces and the Yeomanry League.

Since the establishment of the dragon kingdom, the strongest have always ruled. Thus, the most sought after terrain is acquired by the older and more powerful black dragons. As a result, the greatest black dragons are found in the Pelisso and Vast Swamps as well as the Amedio and Hepmonaland Jungles. The Lordship of the Isles and Scarlet Brotherhood are also desirable territory for black dragons and thus, here too one will find larger members of the species. The weaker, younger black dragons often find themselves pushed to the reaches of the Hool Marsh or the Menowood and Rieuwood forests. As the younger dragons mature, they seek out better hunting grounds and begin contending with the larger, more powerful dragons of their kind. The Lendore Isles remains free of influence from black dragons primarily as a result of ancient magic said to come from Sehanine Moonbow herself in order to protect her peoples.

Black dragons rule through fear and intimidation of other dragons. Being chaotic evil in nature, do not have a highly organized structure as lawful dragons do. The black dragon kingdom is nothing less than a dictatorship. The current ruler is Eribonyxtaliff (see *Draconomicon* 207) a great wyrm which resides within the Vast Swamp.

Eribonyxtaliff keeps his most powerful contenders a good distance away, in order to avoid threats to

his rule. He surrounds his specific area with worthy but lesser dragons that range from young adults to mature adults and they are scattered throughout the borders of the Vast Swamp, while the great wyrm lairs near the very heart of the swamp. Eribonyxtaliff views these dragons as a buffer between him and those that might one day consider dethroning his tyrant rule. When these guardians become a threat to him, he gives them the opportunity to relocate a great distance away else he will destroy them. If a particular dragon has displeased Eribonyxtaliff or he holds a grudge against them, no warning is given they are simply eliminated. Of all dragon kind, this great wyrm is perhaps the most vicious and relentless when it comes to contenders, willing to defend his rule to the very end. Eribonyxtaliff also protects his territory by reproducing with an assortment of other species of creatures that dwell in the horrid swamp, like crocodiles, dinosaurs, and even more unlikely beings, creating an army of half dragon children who serve their father with utmost loyalty, but motivated primarily by fear.

Within the territories of the north and south of the Vast Swamp, Eribonyxtaliff dictates which black dragons govern specific swaths of land. This allows him absolute control of everything around him. The lands of the Rieuwood and Menowood Forest, south to the Scarlet Brotherhood, Pelisso Swamp, and the jungles of the Hepmonaland are all under his direct rule. In these territories, each dragon is given a territory of approximately 240 miles from their lair; the equivalent of a day's flight. Younger dragons are unable to utilize this entire area and therefore if a larger, more powerful dragon neighbors them, the additional territory is often taken away, requiring the dragon to reclaim the land as they get older. At best, the unused territory acts as a buffer zone between the two dragons. Should a significant threat or event take place in unused territory, Eribonyxtaliff always places blame upon the dragon that is currently in control of the territory and if that is questionable blame is then directed to the dragon he entitled it to.

In the outer reaches of the black dragon kingdom Eribonyxtaliff control is less commanding than it is within the Pelisso Swamp and Hepmonaland. In the far off lands of the Amedio Jungle and Hool Marsh, he has little to no power which may be exercised, and thus the black dragons of western Flanaess are free of his wrath. Without a solid leader, the black dragons of these lands find themselves in a continuous power struggle, each attempting to claim the territory of the others. Few of these dragons are willing to push struggles far enough that they escalate into a fight to the death; therefore such clashes almost always come to a premature end. Often if a dragon has lost the advantage, they will break the fight off and flee, plotting their eventual return.

In the southeastern Flanaess, Eribonyxtaliff views the lands of the gold dragons as little threat to his empire. Despite the undisputable fact that these dragons are considerably more powerful than the black draconic species, he firmly believes that they are far more entrenched in simply holding their own lands from the threats posed by the green dragons that are centrically located within the Flanaess, a thought that holds true to this day.

In the far off southwestern lands, the black dragons hold little fear of the red dragon kingdom. The black draconic species seldom meet their red counterparts for they learned centuries ago to remain a good distance from the Hellfurnaces and the skies of the Yeomanry where such dragons are found. In return, the red dragons find the Hool Marshes to be little more than wasteland, a view which assists in alleviating confrontations between the two species. The red dragons can often be found hunting over the western edges of the Amedio Jungle but the blacks give them a wide buffer in order to avoid conflict and almost certain death in the event they encounter a larger creature.

Blue Dragons

Finding no suitable lands, the blue dragons settled into the terrain that neighbors the Nyr Dyv and stretches to what is now known as the Sea of Gearnat. The climate was far cooler than the blue dragons preferred but parts of the land were dryer than most and as a result, it became known as The Exalted Realm of the Blue Draconic Lords.

After several hundred years, the brass dragons eventually came and invaded the territory of the blue draconic beasts causing them to feverishly defend their territory. Little changed over the course of time and even today these two creatures battle one another on occasion. The brass dragons feeling more comfortable with fleeing have done little to earn the respect of the blue dragons and as a result, it has been fairly easy for the blue of the species to hold their own.

Once the lands erupted into its current state becoming known as what is referred to today as the Bright Desert, the blue dragons became even more aggressive, truly pushing the brass dragons to the outer reaches of the territory, thus coveting the prize lands for themselves. So now, they fight amongst one another over the great desert. Thus, some of the blue dragons that dwelled in the plains and hills surrounding the desert quickly moved inward for a grab of power and far better territory, leaving much of the outer lands to the brass dragons. A few blue dragons retained their respect and honored the lands they were given, but grudgingly at best. Today the bright desert teems with competing blue dragons, far more than any other draconic kingdom.

The current state of the blue dragons is one of internal warfare. The current suzerain, a once great wyrm known Leximalsvirirthir ("Speaker of Evil Knowledge"), is quite old and seemingly incapable of bringing the ensuing chaos under his rightful control. Years ago, Leximalsvirirthir earned a reputation for exercising great knowledge of necromantic magic. As a result, he has created many spells of such nature. With age though, the great wyrm has grown less interested in his magic and truly weary of the position of suzerain, thus until bothered, he is growing increasingly content to finish out his life in a great cavern below the desert

undisturbed by his kind.

With blue dragons actively disputing territory, they would normally settle their differences with the suzerain, but with Leximalsvirirthir having lost much of the respect of the younger dragons, this option is not often utilized, and when it is, rarely followed. The suzerain's response in handling the matter is to encourage blue dragons to push their territories outward rather than inward. This would not only expand the domain of actively controlled territory, but also eradicate the cowardly brass dragons in the process. With the surrounding land lacking, the blue dragons are extremely reluctant to follow the laws placed by the suzerain and listen to his rule. The suzerain does however continue to effectively handle matters concerning mates and issues pertaining to the lesser creatures that dwell within the realms of the blue dragons, such as humans and their ilk. Leximalsvirirthir has begun negotiations with Rary in order to preserve his own life, for he realizes that it is only a matter of time before he is driven off or killed by another of his kind.

Currently there is no blue dragon that is powerful enough to challenge the suzerain for rule. There are smatterings of blue dragons that have reached adult size or larger but not many as a result of the internal war they have brought upon themselves. The lands of the Bright Desert are small for dragons that may quite possibly compromise the kingdom and eventually reduce their numbers low enough that the brass dragons will be able to overtake them, should they ever muster up the courage to do so.

Numerous blue dragons have grown weary of the constant battling over the Bright Desert, and the wisest have realized that few grow to any significant age because of it. Whether out of wisdom or fear, several of the younger blue dragons have chosen to leave the realm and disperse themselves elsewhere throughout the Flanaess. Many of these dragons have crossed across many leagues and settled into the Sea of Dust. The territory is huge and the dragons weary from war have yet to find reason for disagreement. With such a vast land, this area has yet to see any real attachment to The Exalted Realm of the Blue Draconic Lords and in fact, whispers have begun about forming a new realm unto itself, with a completely new government.

Green Dragons

Of all the draconic kingdoms, The Supreme Royalty of the Green Draconic Realm is the most widespread throughout the Flanaess. Scattered throughout many forests, the kingdom reaches as far north as the Fellreev and stretches westward to include the Vesve as well as eastward to incorporate the woods of the Tangles, Phostwood, Nutherwood, and the Gamboge.

Of all the draconic realms of the Flanaess, the green dragons covet the territory of others the most. Their desire to continually spread from one forest to another makes them the fastest growing realm of all. Being masters of manipulation and doubletalk, the green dragons have preferred to slowly encroach upon new territory, especially when it borders another dragon realm.

To the east, the realm of gold dragons is highly prized for it contains the vast Adri Forest. The Flinty Hills

that lies between the two kingdoms are filled with trees on both the northern and southern ends making it desirable as well. The green dragons have begun invading the Adri forest only to receive significant resistance from the gold dragons as well as the elves and druids of the woods.

In the south, the green dragons have approached the Celadon Forest with greater ease. Not of particular interest to either the blue or brass dragons, these woods are easier to settle, though the elves and rangers of the forest have banded together in order to prevent their species from establishing a strong hold of the forest. It is likely that the forest will fall to the claws of the dragons within a reasonably short period of time.

In the northeast the white dragon kingdom lies. Not posing much of a threat to the far more powerful green dragons, the territory of the white's would be the easiest to claim. Since the climate quickly becomes bitter as one nears the Griff and Rakers and the lack of a true forest makes the land all the more undesirable.

The nations surrounding the many forests claimed by the green dragon kingdom occasionally see flights of draconic beasts within the skies above. In general, most of the creatures spotted in between forests are younger, for they are searching for suitable territory to claim as their own. Rarely do the citizens of the countryside feel threatened by such creatures though a considerable amount of livestock can be lost if the dragons linger too long.

The Supreme Royalty of the Green Draconic Realm has little in regards to a political structure of government. With their less than civil approach to one another, a hierarchy based on age and status serves the creatures quite well. Each forest has its own an internal hierarchy that the green dragons follow, with the eldest dragons dwelling in the larger, older forests, most notably, the Vesve, Fellreev, and Gamboge.

Red Dragons

The Burning Peaks of the Red Draco Realm is truly the most horrifying and dangerous of the ten draconic kingdoms. Stretching from the peaks of the Sulhaut Mountains, northward throughout the loftiest tops of the Crystalmists, to the far reaches of the Jotens and Hellfurnaces, this terrible realm encompasses the surrounding hill ranges in addition to the lands of Sterich, Yeomanry, and the Sea Princes.

The kingdom of red dragons is governed by the most powerful of its kind, that being none other than a great wyrm known as Syzdothyx (see *Draconomicon* page 261). With her lair centrally located, between the Sulhaut, Crystalmists, and Hellfurnaces mountain ranges, Syzdothyx makes her home deep within the bowels of an ancient volcano.

To honor the dragon god Garyx, Syzdothyx is preparing for sweeping destruction of the lands surrounding The Burning Peaks of the Red Draco Realm. Over the years, she has secretly plotted against the human kingdoms of Sterich, Keoland, Yeomanry, and the Sea Princes in an effort to bring them to their knees. Preparing to become the first dragon who would truly rule over the lesser kingdoms of humanoids, she sees herself resting upon the throne of Keoland, subjecting the lands beneath her to unbelievable horrors that only her warped mind can fathom. But in order to achieve this, Syzdothyx is not without her allies. With twisted truths and false promises, she has successfully seduced key individuals throughout the lands in order to make the conquering of these kingdoms possible, and plans to do so once she has secured much of the Barrier Peaks. For the moment, across the great plains of southwestern Flanaess, folks occasionally see a red dragon fly overhead, with no overt threat given. Clearly, this is the calm before the storm.

To the north, she wages a war with the realm of silver dragons. The Barrier Peaks have become a bloodied battleground, the skies turned crimson red with the blood of both species. In years past, the Barrier Peaks served as a buffer zone between the two dragon realms. Now it has become nothing more than a theater of war for the draconic beasts of the sky who wage battle over the soul of a creature who hailed from the beginning of the draconic age, one whose death lead to the Dragon's War, itself, Vorel, the very first child of Io.

Syzdothyx has commanded countless red dragons of various ages to take to the skies above the Barrier Peaks in an effort to drive back the silver draconic beasts, thus a considerably larger number of them are encountered over the summits running parallel to Geoff and the Hornwood Forest. Further southward, deep into the Crystalmist Mountains, plenty of red dragons remain but sparse compared to what can be seen in the southern Barrier Peaks.

White Dragons

To the far reaches of the northwestern Flanaess, amidst the Griff and Corusk Mountains lies The Frost Dominion of the Draconic White Kingdom. The mountains are teemed with the beasts as well as the northern sh-orelines of Stonehold and the Kingdom of the Cruski (Ice Barbarians). Of all the draconic realms within the Flanaess, The Frost Dominion of the Draconic White Kingdom is harbored the furthest away from the clutches of other dragon kind, making it the most secure.

The white dragons have no specific government they merely rule the land and skies simply because nothing exists to challenge them within these frigid lands. The dragons each have their favorite peaks in which they dwell, and these are a worthy distance away from other members of the species. The greatest number of conflicts between white dragons exists over favored hunting grounds, which seem to be centrally located between dragon lairs. The shores of Big Seal Bay and the White Fanged Bay are also prime hunting spots for the white dragons, thus their territory extends into these waters as well, along with an assortment of islands that lie further north.

Conclusion

Within this particular volume of the Compilation of the Draconic Realms of the Flanaess, an overview of each of the draconic kingdoms has been considered. Future volumes of

this scroll shall go into considerable greater detail by examining each from their five geographical locales, of which are the northeast, northwest, southeast, southwest, and central Flanaess. Each of these scrolls allows insight on specific dragons, lairs, temples, relations with neighboring species, and a greater understanding of the conflicts and goals of the draconic realms of the Flanaess.

The Metallic Dragons

Brass Dragons

The brass dragons have never truly been satisfied with the terrain and climate of their realm. After having searched the Flanaess from top to bottom for a suitable place to settle and establish a home of their own, the brasses were the last of dragon kind to find a place they would call home. After centuries of searching for a suitable land, the brass dragons lost heart, wondering what they had done to receive so little.

The dragons eventually disbanded, feeling like Bahamut had abandoned them. Some searched out remote locations as far as they could from the other dragons in order to wallow in their self-pity. Others took a more aggressive stance and attempted to claim territory from evil dragons or enter into diplomatic relations with those of good in an attempt to share the land. After nearly a thousand years of struggle, a dragon residing in the far eastern islands of the Flanaess received a vision from Bahamut. Now known as Vraklorsvek, which means "child of prophecy" the dragon left the island which he been his home for nearly 400 years, and gathered together other brass dragons in an effort to settle the lands given on to them.

When the brass dragons first settled into the lands of what would become their realm, it consisted primarily of plains and hills, with a smattering of mountains overlooking the lands, hardly the desired warm territory they had grown accustomed to. The promises of Bahamut told the brass dragons that the days would come when the land would one day fulfill their every desire, should the forces of good succeed in the Dragonfall Wars. The territory the brass dragons were promised was already ruled by blue dragons.

Still, yet the terrain showed little promise none of it was truly desert. In an effort to further fill their hearts with hope, Bahamut gave the descendent of Vraklorsvek one more prophecy, that the day would come when the surrounding plains and swamps would be swallowed by a great desert, one that would grow so vast that in time it would touch the Sea of Gearnat to the Nyr Dyv. There would be many generations of dragons that must come to pass before the day would arrive. It was immediately after this prophecy that

Vraklorsvek died, becoming perhaps the saddest day for all brass dragons. It was this day that their realm was named, it being forever known as The Honorable and Holy Dominion of the Brass Dragons.

In time, the land began to take shape, turning the grasses into a variety of terrains. The eastern plains grew into what is known as the Celadon Forest, the Mistmarsh Swamp formed in the lowlands between the hills, and most notably, the plains touching the Woolly Bay and Sea of Gearnat eventually formed what is now called the Bright Desert.

The kingdom of the brass dragons extends through these lands and beyond into the surrounding lands of what is now known as Greyhawk and the Duchy of Urnst. These lands eventually filled with a large variety of humanoid creatures, giving the brass dragons the companions they long sought after, filling their long lost empty hearts with joy.

As has been from the beginning, the brass and blue dragons compete for the same lands. Blue dragons being the far aggressive of the two species hold a dominant position within the Bright Desert, while the brass dragons have been forced to the outstretches of the neighboring terrains. Yet, flee as often as they do brass dragons remember the prophecies of Vraklorsvek and attempt to push the blue dragons away. This war has raged for centuries and is likely to continue into the next thousand years to come.

Their chaotic and whimsical nature prevents brass dragons from becoming highly organized and seeking out a significant form of government. Of all the dragons, they consider their kingdom to be more of a blossom in the desert sun that is just beginning to open up. No true organizational effort has been made by the dragons as they wait for their promised land to become all that has been prophesized.

The dragons have grown rather attached to the humanoid races that dwell outside of the Bright Desert and as a result frequently roam the skies in an effort to locate such individuals. Efforts have been made by the dragons to establish relationships with the Greyhawk military in order to work together to solidify its outer borders. A lesser effort has been made with the Duchy of Urnst, but as of yet Karl Lorinar, the Duke of Urnst has refused any offers made by the dragons. It is his fear that since clearly an alliance with Greyhawk and the brass dragons is already in the making, that the Free City will once again exercise its strength against the Duchy of Urnst. He views the situation most suspiciously, distrusting the dragons as well, a disposition that hails back from his early days as a ranger.

Bronze Dragons

The bronze dragons, who prefer temperate hills, found a series of ranges linked closely together by short stretches of plains and a mid-sized mountain range. The far northern reaches of the this dragon realm begins in the small span of hills just north of the Fals River, an area commonly referred to as the Northern Lorridges. Crossing the Fals River, the hills continue southward becoming the Lortmil Mountains. Attached to these peaks are two other sets of mounds, they being the Kron and the Old hills. Finally, included in the many hill ranges encompassing their realm, the bronze dragons have settled in the Drachensgrabs as well.

There are numerous smaller civilized lands which comprise the various kingdoms of humans, dwarves, gnomes, and elves, thus the bronze dragon realm includes the territories of the three Ulek states as well as Celene, and parts small portions of Gran March, Bissel, and Veluna.

The realm of the bronze dragons is officially called "The Emporium of the Bronze Dragon Kings." The terrain provides numerous comforts to the dragons. Being creatures that prefer the hills, the realm is nearly surrounded within them. The southern and eastern borders of their empire provide the much sought after coastal lands coveted by these majestic creatures. The Azure Sea, Sea of Gearnat and the Woolly Bay are often the locations in which bronze dragons can often be sighted rising out of the depths or skimming across the waters in search of food or simply enjoying the warmth of the sun on their back while cooling their bellies with the waters of their realm.

The dragons who live northward find that the depths of the Lortmil Mountains provide vast underwater caverns filled with blissfully clear, cold water that drains from the mountain snow. These underground lakes have depths that have yet to be discovered by most, save but the dwarves who know of them as a result of their great mining within the peaked range.

Of all dragon kingdoms, the bronze have incorporated themselves the most with humanoid races. It is spoken that the rise good aligned kingdoms of humans, dwarves, gnomes, and elves resulted from direct influence of the bronze dragons themselves. Seeing genuine goodness within these creatures, the dragons encouraged others to settle and create realms of their own within The Emporium of the Bronze Dragon Kings, often taking on various guises so that they may mingle with these creatures in order to better raise their adopted young (as the dragons see them).

The bronze dragons govern through a group of elder dragons that they call the Council of Great Advisors. The council comprised of eight dragons meets once during each festival week to discuss matters relating to their realm, the humanoid kingdoms within their lands, as well as outside threats and concerns which they debate over. These members are scattered throughout the realm, and govern lesser territories being called land Aruxedar, meaning valleys of earth. Each member of the council is given full and equal rights, with none held loftier than the others.

At present, the greatest concern of the Council of Great Advisors is the Orcish Empire of the Pomarj. With its ever expanding territory, the dragons fear that a strong army of orcs will soon trek across The Emporium of the Bronze Dragon Kings in an attempt to lay waste to the land, claiming it as their own. Other significant issues of concern are whether aid should be given to other dragon kingdoms in order to strengthen their march against evil, such as the battle over

the Bright Desert and the ever-raging conflict west of them between the red and silver dragons.

Copper Dragons

Copper dragons discovered suitable territory upon their arrival in the southeastern corner of the Flanaess proper. The copper dragons seized the assortment of hill ranges surrounding what the nations of what is now known as Onnwal and Sunndi.

At the time of dragon's arrival, the hills were far warmer than what they are today. Several thousands of years ago this region of the Flanaess was nearly tropical in climate and as a result pleased the copper dragons well. Upon establishing the border of their realm, it was entitled The Copper Sovereign of the Flanaess.

To the north, lies the kingdom of gold dragons and to the south, the black dragons. Little conflict has occurred over the centuries between the copper and the gold dragons as their similar moral beliefs have allowed them to come to relatively peaceful understanding of one another. A copper dragon's penchant for jokes and tricks disturbs the gold dragon but when serious issues relating to good and evil must be dealt with, the copper dragons are able to put their whimsical nature aside for the time being.

The black dragons to the south have always posed a small problem for the copper species but this has been minimized as a result of the geography of the land. With the bottleneck feature of the Spineridge Hills as well as the lack of stifling climate it has been difficult for the black dragons to advance to the north and encroach upon the realm of the copper.

Copper dragons have found the kingdoms of humans and dwarves to be a blessing. The nations provide the copper dragons with ample opportunities for amusement. Humans, plentiful in number are easy to dupe into pranks. Dwarves renowned for their lack of humor (at least dragon humor) have often become the targets of copper dragons simply because they find it entertaining to watch the dwarves' reaction. Other creatures who do not find humor in the antics of the dragons are frequently left alone since disturbing them brings little enjoyment to the copper species.

The copper dragons maintain little government or authority figures within their realm. Centuries ago, the dragons attempted to establish a formalized government but were unable to arrive at any kind of agreements as a result of their continuous sparring or words. The copper dragons do share a very loosely oriented network of communication that they utilize in times of war or other great concerns, but most have simply taken it upon themselves to spare their realm and the humanoid nations within of any evils that may befall it.

Prior to the Greyhawk Wars, Onnwal was a nation where copper dragons were often viewed as protectors of the skies while the dragons saw the populace as an excellent source of humor in which to ply their many tricks, jokes, and riddles. With the aggressive stance taken by the Scarlet Brotherhood in recent years, a grimmer view of Onnwal has developed. Now seen as a kingdom that is unable to defend itself from an invading oppressor, the dragons have focused their attention to alleviating the nation of the parasite that has infected it. The rebels of the Iron League who serve to free Onnwal are backed by the copper dragons.

Sunndi is a fledgling nation and being watched closely by the copper dragons to insure that it does not become corrupt amongst itself or share a fate similar to that of Onnwal. The dragons make their presence known by frequenting the skies above the nation and being perched among the cliffs of the mountains and hills. Dragon scouts are frequently sent out over the waters of the Azure and Aerdi Sea in order to learn if an invasion is imminent. With the threats opposing the lands of the copper dragons, their communication network is stronger than it ever has been.

Gold Dragons

The Gold Dragons are the regal model of lawful good personified and view their kingdom as an example of how all draconic realms should be. Giving their kingdom an ample name and entitling it The Golden Realm of the Majestic Dragons, the gold draconic creatures found their home within the vast open plains of the eastern Flanaess, that area now known as Ahlissa and the North Kingdom.

The humble beginnings of the Great Kingdom are not well known, but what is believed is that the nation tjat grew into an empire originally started out with people filled with goodness and strength of heart. Ancient stories told by gold dragons claim to originally help establish the Great Kingdom. If this is true, then of all dragon kind, the gold must carry the greatest of burdens upon their shoulders.

With each passing generation of rulers, this vast empire became more and more corrupt and with it, the pleasing thoughts of the gold dragons vanished. With their efforts spent, the dragons wallowed in self-pity for many generations, while they watched the Great Kingdom fall deeper and deeper into despair. Sporadically, the dragons would intervene in human affairs in an attempt to deliver the nation from the evils that befell it. The dragon's attempts though noble and nearly always successful had little impact upon the nation as a whole that is up until recently.

At the advent of the Greyhawk Wars, Ivid V chose to march his armies against those kingdoms that had broken away from grasp of the Aerdy so long ago. The gold dragons watched in near disbelief of the evils humans and their allies were capable of. After much dispute between themselves, each handling the Greyhawk Wars in their own way while they waited for a final declaration from their leader, the one called Your Resplendence, a great wyrm whom is named Riikano-alinaris.

The great leader of the gold dragons officially declared the revival of goodness to the land as a result of what the dragons call "The Great Awakening". All gold dragons, of virtually all ages were called upon to do their part. For the youngest of dragons, it was a matter of honing their intellect and skills in battle for the years to come. For the dragons

of age, the call to arms came feverishly.

The decree coming from Your Resplendence stated that each dragon was to use all resources they had to bring about an end to the Greyhawk Wars, not just within their realm but the entire Flanaess. This quote is still spoken today amongst dragons for the inspiring words of their leader demanded nothing less than the complete eradication of evil.

"The wars must be brought to an end; goodness must prevail in all corners of the Flanaess. All gold dragons, regardless of territory or title are hereby entered into this service. The fledglings of the world, be it elves, humans, dwarves, or orcs are to believe that they have solved their differences by themselves so your actions must be bold, swift, yet discreet. Your actions are demanded and called upon from this day forward. Go and honor your god Bahamut and make the Flanaess a place of peace."

For the many nations of the Flanaess, peace may have settled in the month of Harvester 584 CY when the crowning moment of the Greyhawk Wars officially came to an end; but not so for the gold dragons. For the majestic dragons however, their part had just begun. Their actions must be hidden, for if not, how shall the fledgling species survive and rise to the goodness they are capable of? Much evil still remains throughout the Flanaess. Iuz rebuilds his armies to the north while controlling territory stolen from good kingdoms. The Scarlet Brotherhood controls puppet nations throughout the Flanaess. The Pomarj and Wild Coast remain in the firm grasp of the orcish armies. The green dragon kingdom lies to the west, with its eyes greedily focused on the weakened state of the golden dragon realm. The list of evil continues well into the night, so the vigilance of the gold dragons shall be never ending.

Silver Dragons

The Glorified Cloud Realm of the Honorable Silver Dragons stretches across the landscape and throughout the skies above the Yatil and northern Barrier Peak Mountains. Unseen by most eyes are castles resting within the clouds, each home to a great silver dragon while the lands hide numerous other dragon lairs as well. Although these mountains mark the borders of their lofty kingdom, the silver dragons have stretched out even further, not to conquer new lands, but to defeat old evils.

The majority of the most powerful silver dragons have needed to bring themselves from the Yatil Mountains and meet the threat of the red dragons within the southern Barrier Peaks. Younger dragons have joined with the elves in order to confront troops of Iuz who fill the Vesve forest. Of these dragons, few elves are even aware of their true nature, for the dragons take great care in disguising themselves. This dispersing of the dragons has left much of the southern Yatil peaks free of their kind, save but the youngest.

The realm of silver dragons has no specific government or leader in which to serves to lead them. Utilizing the wisdom of their elders, they are divided into several clans led by a senior. It is this dragon who presides over the others, giving advice, settling disputes, and coordinating the actions of the clan. Silver dragon clans are normally spread throughout both mountain ranges, with some members even living further away in other distance places. In recent months, however, clan members have returned, recognizing that a great evil has arisen from The Burning Peaks of the Red Draco Realm and they are congregating in order to meet that challenge.

It is said that should Syzdothyx acquire the soul of Vorel, that the Dragon War will be swayed so greatly in favor of Tiamat that it would require all of the men, elves, and dwarves of the Flanaess to enter the Dragon War in hopes that only then Oerth would not fall and be lost forever.

Za'aith Sha
The Olvenkingdom of Helios

By Sam Weiss

Art by Daniel Kvaszna and Jerry Minor

The Za'aith Sha, sometimes called the Kingdom of Helios, was one of the four nations the Olvenfolk established when they divided the Flanaess amongst themselves following their arrival just over five millennia ago. It occupied the southern parts of what became the Great Kingdom, from the Gull Cliffs to the Thelwood then south to the Vast Swamp. Their court was at the confluence of the Flanmi and Thelly Rivers, where the town of Purdue sits today, known as Angdul (the Glitterglade). Their capital is the hidden city of Therya (the Skybridge), located high in the Glorioles, which also serves as the seat of their faith.

Unlike the other Olven kingdoms, they fought a war in secret for millennia, battling the aboleth and their slave races. Then, on the cusp of their victory, the world changed, and their nation faded among the waves of migrants. Now, eight centuries later, they are rebuilding their kingdom, incorporating many of the humans that have settled in their lands. Their ancient enemy remains, and the United Kingdom of Ahlissa surrounds them. Whether they can survive, let alone thrive, is very much in question.

The Grey Olve Dominion

The Grey Olve of the Za'aith Sha settled the southeastern lands of the Flanaess following the arrival of the Olve to the region. This was the considered the safest part of the Flanaess, far from the Dwur of the Crystalmists and the Beast races of the central prairies, and with the Za'aith Ruaala nearby to deal with the Flan of the region. They chose these lands as they were the least warlike of the Grey Olven clans, looking for little more than a place to carry out their ancient rites to the sun. They had done little more than establish themselves before their situation changed permanently.

The Vast Swamp beyond the southern border of the Za'aith Sha was a refuge of the aberrant race known as aboleths. Since before the last age the aboleth had dwelt in dark caverns below the swamp using the sweltering fens as a testing ground for their breeding experiments. When the two became aware of each other, war swiftly followed. The aboleth sought to incorporate the Olve into their depraved experiments, while the Olve considered it a divine obligation to bring the cleansing light of the sun to these horrors of the deep. The leaders of the Za'aith Sha felt this was a religious matter they never sought aid from the other Olven nations. They also felt it was their duty to fight the war themselves, rather than rely on the other Olven races to do

their fighting for them. As a result, the Grey Olve formed the core of the armies as they drove the aboleth and their slave races back into the swamp and then below the surface of the Oerth. For more than two thousand years, they fought, first driving the aboleth back below the surface, then hunting them in their subterranean lairs. It was as their armies camped before one of the last of the weird cities of the aboleth that news of the Tirasqi attack on the Gull Cliffs arrived.

The Tirasqi were a Flan tribe, living in the area assigned to the Za'aith Ruaala. For many centuries, they had been peaceful like the other Flan of the region, and then a ground of necromancers led by Krevell of Nerull, a dreaded cleric of the foul deity of murder, seized power, and turned them to conquest and destruction. The Tirasqi would be responsible for destroying the Za'aith Ruaala, but that was later. In their early days, they had set their sites on the area known as the Gull Cliffs. Although within the lands of the Za'aith Sha, they shunned it as cursed, their leaders believing it was the resting place of some treacherous elder spirit. These fears were justified, as the Tirasqi invasion unleashed a long imprisoned aspect of Ralishaz, known to the people of Za'aith Sha as In Nivia, Brother Misfortune. A dark deity of the unseelie, he soon corrupted all of the Tirasqi unfortunate enough to set foot in the dark mines beneath the Gull Cliffs. According to ancient records of the Za'aith Sha, the Druid Meno was one of them, and he later came south and corrupted the southern portion of the Rieuwood, turning it into the dark sanctuary of the unseelie that now bears his name.

As disturbing as that was, it was merely a prelude to the migrations of the Suel and Oeridian people into the region. While the Suel came in small numbers, their passage and attempts at settling forced the rulers of the Za'aith Sha to recall their armies to subdue them, which they did following a few sharp engagements. The Oeridians came in much greater numbers, and swiftly conquered the Suel client state that was set up along the lower Thelly River, splitting the Za'aith Sha in half. The kingdom reeled, trying to deal with the rapidly changing threats from the north.

Rise of the Aerdi

The Aerdi rose swiftly in the century following their arrival, spreading to the Solnor Ocean, wiping out the Tirasqi, and then turning south. The Za'aith Sha was struggling to find a way to finish the war against the aboleth while finding a way to link up with their people in the Grandwood. In the end, doing both proved impossible. When the Aerdi turned their attention south of the Glorioles, the forces of the Za'aith Sha were too weak to oppose them. The Olve went into hiding, and the Great Kingdom ruled their lands.

For more than five centuries the Grey Olve hid, watching and waiting for some weakness in the Great Kingdom they could exploit. Finally, during the Turmoil Between Crowns, they found their time to act. They sent out emissaries to the Dwur and of the hills and the oppressed humans of the valley and offered to aid them in securing their freedom. Sweeping out from hidden strongholds, they swept aside the garrisons of the Great Kingdom, and then joined up with local forces to secure the paths and roads leading into what the Great Kingdom called the County of Sunndi. Negotiations with neighboring nations soon produced the alliance known as the Iron League, and the leader of the Grey Olve was acknowledged as the Count of Sunndi, and Olvensteward of the South by all the leaders of that land, Olven, Dwur, and human.

The new County of Sunndi would not last very long. In 582 CY, as part of the Greyhawk Wars, the massed force of the Great Kingdom was set against the county, and the Glorioles Army conquered it for Ivid. Hazendel fled, and any hope of restoring the Za'aith Sha appeared lost. It was then that Osson, a knight from Almor, led a small force south from his nation. They swept into Sunndi, defeating the garrisons left behind, and Hazendel returned as Count. Although Osson was lost with his force following a raid into Medegia, the next year saw the Great Kingdom collapse as both its North Province and South Province declared independence, preventing another invasion of Sunndi.

The end of the Great Kingdom brought the rise of the United Kingdom of Ahlissa. Six years after his restoration as Count, Hazendel summoned a council of all the lesser nobles of Sunndi, and with their agreement and support proclaimed the independence of Sunndi from the Great Kingdom and any of its successor states. Hazendel took the title of King, and the Za'aith Sha returned to the Flanaess. Its fate is still very much in question though. The Grandwood remains separated by the United Kingdom of Ahlissa, which continues to extend it hold on the lands it claims in Medegia. However, Hazendel clearly demonstrates just how much the Grey Olve of the Za'aith Sha have learned about cooperating with other races, as well as how good they can be at war when they set their minds to it. If he can secure additional allies, perhaps liberating Onnwal and the Lordship of the Isles from the Scarlet Brotherhood, the Kingdom of Sunndi may just survive long enough for him to restore the full glory of the Za'aith Sha.

THE PEOPLES

The Grey Olve – Noblesse Oblige

Ruling must be more than simply giving orders and waiting for a servant to execute them according to the leaders of the clans of the Za'aith Sha. Over the centuries, this has caused them to diverge significantly from other Grey Olve. A person who had widely traveled, and who was fortunate enough to meet and survive an encounter with them, would note many similarities between the Olve of the Valley of the Mage and those of the Za'aith Sha, both physically and culturally. Of the sixteen clans, twelve are devoted primarily to military professions; three undertake the arcane research required to advance their goals, while one preserves their ancient religious rituals. They are an active, dynamic people, who are taking the steps needed to rebuild their kingdom.

The High & Sylvan Olve - Lost Kinsmen

In many ways, the Grey Olve insulated their subjects from their war. The High and Sylvan Olve maintained the settlements and provided food, but they did not serve as frontline troops. Most lived in the northern parts of the kingdom and the rise of the Aerdi left them isolated from their leaders. They retreated with the borders of the forest that was their home, called the Grandwood by the invaders, and have managed to hold on despite centuries of oppression. With the resurgence of the resurgence of the Za'aith Sha as the Kingdom of Sunndi, many now work for a way to reunite with them. While a few have suggested simply migrating south, most refuse to leave their homeland, and the humans who have taken refuge with them, feeling the same sense of obligation towards them that their rulers always showed to them. Any such plan would of course mean war with the United Kingdom of Ahlissa. Whether such is inevitable remains to be seen.

Lanna Raer, Ehlonna of the Forests, intermediate goddess of Forests, Woodlands, Flora, Fauna, & Fertility

The Dwur – The Iron Kingdom

Ever since the Dwur migrated to the area, they have been allies of the Olve. That tradition continues to this day, with the Dwur of Hollow Highlands and Glorioles accepting the local rule of the Grey Olve, while the Grey Olve acknowledges that their ultimate loyalty remains with King Holgi. The Dwur provide valued support to the Za'aith Sha in the form of high quality arms and armor, as well as levies of heavy infantry that are as good as most elite troops of the United Kingdom of Ahlissa.

The Humans and Halfling – Old Natives and New Migrants

Flan and Hobniz have lived within the borders of the Za'aith Sha since its founding. Originally they had little contact with the Olve, both preferring their own ways, and only some small amount of trade occurring. That changed with the migrations. Suel commoners fleeing their abusive leaders were welcomed, and formed communities with the local Flan. After the Aerdi conquest, Oeridians joined the lower classes, the different races united by their oppression at the hands of aloof and callous overlords. All are quite satisfied with Olven rulers, having little desire to return to Aerdi oppression, or to be "liberated" by the Scarlet Brotherhood.

FAITH – OLD AND NEW

The Olve of Za'aith Sha originally had a simple pantheon of three deities.

An aspect of Pelor, Var ath Ia, the Father of Day, was the head of the pantheon. The Olve revere him for the strength he gives them to stand against their enemies. They feel it is their duty in turn to bring his healing light to the dark places of the Oerth, particularly those areas defiled by the Aboleth. He is the primary deity of the Grey Olve.

His wife is Vara ath Fis, the Mother of Light, an aspect of Lydia. She is the patron of knowledge and learning, revered by their loremasters, and held as the patron of the High Olve.

Their child is Ehlonna, known as Lanna Raer, Daughter Unicorn, among the Sylvan Olve, who are her primary worshipers. She is the patron of the forests and meadows, and the living symbol of the healing power of Var ath Ia combined with the lore of Vara ath Fis.

Every faith has a dark side, and among the Za'aith Sha In Nivia, Brother Misfortune the name they have for an aspect of Ralishaz, fills that role. He is the patron of the Unseelie, a dark trickster who is empowered by those who blame fate for their own foolish choices in life.

With the close relations with Humans, the Olve has adopted three additional deities into their pantheon, as the Humans have taken to worshiping the other deities in the manner of the Olve.

From the Flan, they have taken up the worship of Atroa, who they call Ua Ri, Cousin Spring. She is the patron of diplomacy and inter-racial relations.

In the armies, the faith of Us Aer, Cousin Law, known as Pholtus in the United Kingdom of Ahlissa, has become dominant. The unswerving devotion to order and loyalty appeals to all, even Olve, who serve in the defense of the nation.

The Suel farmers have spread the faith of Phyton, called Us Nai, or Cousin Oak by the Olve. His faith complements that of Lanna Raer, and has grown over the years as agriculture has become more important in the kingdom.

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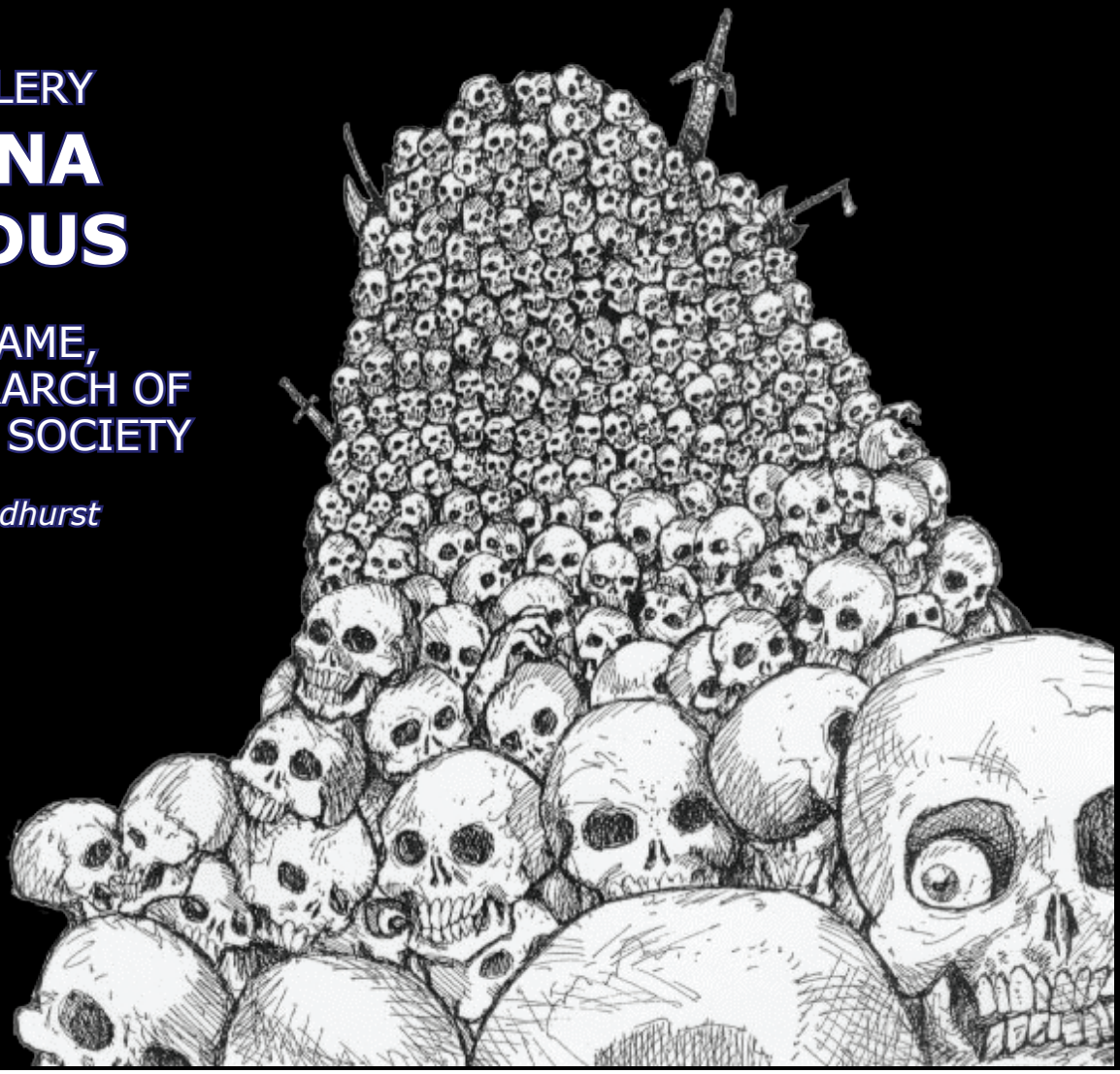
ROGUES GALLERY

GUILIANA MORTIDUS

THE NIGHT DAME, HIDDEN HIERARCH OF THE HORNED SOCIETY

By Creighton Broadhurst
Art by Jerry Minor



Guiliana Mortidus was one of the few priestly survivors of the Horned Society's destruction at the hands of the demigod Iuz during the Blood Moon Festival of 582 CY. A devout follower of Nerull (god of Death, Darkness, Murder, and the Underworld) she fled to the south taking control of the many now leaderless groups of Nerullites she encountered. Ensuring their loyalty with a mixture of threats, promises and intimidation, by the time she reached Greyhawk City she had amassed a considerable store of riches and the services of several score of devotees.

Working through a complex web of intermediaries and subterfuges, Guiliana has built up a lucrative trading empire, the proceeds of which she uses to surreptitiously fund the activities of several evil cults flourishing within the Free City. She purchased the Golden Phoenix Inn – one of most exclusive establishments in the city. Situated next to the Temple of Zilchus (intermediate god of Power, Prestige, Money, Business, and Influence) many wealthy and important personages guest at the inn, making it an excellent place for Guiliana to learn the secrets of the great and the good.

Eventually, Guiliana, along with her co-conspirator Andrade Mirrius (NE male human cleric 18), plan to seize control of the Free City and use it as a base from which to spread their malign influence throughout the surrounding lands. It is likely that the PCs will first fall foul of Guiliana's machinations when they foil the schemes of Nerull cultists bent on committing widespread murder throughout the city. As investigations continue, the PCs uncover a web of informants and operations before eventually doing battle with the "Night Dame" herself.

Appearance and Attire

Guiliana masquerades as a wealthy foreign noblewoman of indeterminate origin living in an extensively refurbished compound in the Low City. She only ventures abroad at night heavily protected by many cultists posing as Perrenland mercenaries. Guiliana is a cunning, merciless, and devious opponent, given to near ceaseless plotting and machinations. A foe of almost infinite patience, and a canny survivor of the bloody and deadly politics of the Horned Society, she prefers to deal through intermediaries or through her great strength of personality that allows her to dominate those weaker willed than herself.

A thin, almost emaciated woman of slovenly appearance her lank, stringy brown hair frames an oval shaped face almost devoid of redeeming features. Her mouth, full of chipped and broken teeth, is twisted into a grimace or sneer while her spite-filled, baleful watery blue eyes simultaneously curse and mock all who dare meet her arrogant, dismissive gaze.

Guiliana Mortidus typically disguises herself as a human noblewoman with brown hair and eyes dressed in nobles clothing and a heavy cloak.

Guiliana Mortidus CR 13

Female middle-aged human cleric 13 of Nerull

NE Medium humanoid

Init +4; **Senses** darkvision 60ft., *detect magic*; Listen +6, Spot +6

Aura strong evil

DEFENSE

AC 20, touch 11, flat-footed 20 (+ 6 armor, +3 shield, +1 deflection)

hp 88 (13 HD)

Fort +12 **Ref** +8 **Will** +16

Immune magical alignment detection, *detect thoughts*, *discern lies*

Resist critical hits 25%

OFFENSE

Spd 20ft. in chainmail, base speed 30ft.

Melee *+2 shock heavy mace* +12/+7 (1d8+3, 20/ x2)

Special Attacks death touch 1/day (13d6), rebuke undead 6/day (+1, 2d6+13, 13th), spontaneous casting (inflict spells)

Cleric Spells Prepared (CL 13th, evil spells CL 14th, melee touch +10)

7th - *destruction*[D] (DC 23), *repulsion* (DC 23)

6th - *create undead*[D], *geas*, *heal*, *word of recall*

5th - *flame strike* (DC 21), scrying (DC 21), *slay living*[D], *spell resistance*, *true seeing*

4th - *cure critical wounds* x2, *death ward*[D], discern lies (DC 20), divine power, sending

3rd - *cure serious wounds* x2, *dispel magic* x2, *magic circle against good*[D], *prayer*, *protection from energy*

2nd - *aid*, *bear's endurance*, *death knell*[D] (DC 18), *hold person* (DC 18), *resist energy* x2, *silence*, *spiritual weapon*

1st - *bless*, *cause fear*[D], *command* (DC 17), *cure light wounds* x2, *deathwatch*, *entropic shield*, *obscuring mist*

0 - *cure minor wounds* (2), *detect poison*, *guidance*, *light*, *read magic*

D = Domain spell. Deity (Nerull - Domains: death, evil)

STATISTICS

Abilities Str 12, Dex 10, Con 14, Int 14, Wis 23, Cha 8

Base Atk +9; **Grp** +10

SQ permanent spells (*comprehend languages*, *darkvision, detect magic*)

Feats Craft Wondrous Item, Extra Turning, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration), Scribe Scroll

Skills Concentration +21, Diplomacy +15, Heal+16, Knowledge (arcana) +7, Knowledge (religion) +14, Knowledge (the planes) +9, Spellcraft +20

Languages Abyssal, Common, Infernal *comprehend languages*

Combat Gear *rod of withering*, potion of *disguise self* (CL 13), numerous potions and scrolls; **Other Gear** *+1 glammered light fortification chainmail, +1 animated heavy steel shield, +2 shock heavy mace, periapt of wisdom +6, ring of mind shielding, cloak of resistance +2, ring of protection +1*, cold iron holy symbol of Nerull, various nobles robes and outfits, explorers outfit, peasant's outfit, masterwork disguise kit

TACTICS

In combat she uses her most destructive spells to quickly destroy her foes. If facing opponents that are too strong for her, she uses *word of recall* to flee to a specially prepared and heavily warded sanctuary.

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HORRORS OF HEPMONALAND

By C. Wesley Clough
Art by Daniel Kvasznicza and Jeff Wrbelis

From the journal of Kendara Phax,
7th day of Coldeven, 590 CY,

This is the second day since we left the ship anchored near the mouth of the Tlicue River, pressing inland toward our destination of Lake Opotlectle. Our guides, two Suel tribesmen from Lerga, seem to be of the highest quality and have already led us around many of the jungle's treacherous dangers. It is my sincere hope that we will arrive at the ruins marked on Brenden's map within a week.

For most people of the Flanaess, Hepmonaland is a land of mythical danger, fetid jungles and cannibalistic savages. Relatively few explorers have dared its challenges, and the fact that the Scarlet Brotherhood controls the nearby sea-lanes with an iron grip means that few of those who would brave the jungle can even get there. Of all of the peoples of eastern Oerik the Scarlet Brotherhood knows the most about the mystery-shrouded jungles of the southern continent that is Hepmonaland, and their secretive nature ensures that little of this information has leaked to the rest of the Flanaess.

While many of the tales of Hepmonaland known by the peoples of the Flanaess lack any real substance, and in fact most are entirely false, the Centeo Jungle which covers the northern half of the southern continent does indeed hold dangers the likes of which few merchants from Nyrond or Dyvers could ever dream of. Ancient horrors prowling the shadowed jungle floor deep under the forest canopy that dims even the brightest day combine with natural dangers to make this jungle one of the deadliest places on Oerth. The strange and deadly encounters remarked upon below, in the Lady Kendara Phax's journal only reveal a small number of the unknown dangers to be discovered as northern adventurers begin searching the jungle depths.

From the journal of Kendara Phax,
8th day of Coldeven, 590 CY,

This morning we came to a strange pile of round stones on the river bank, and our

guides became very agitated. They refused to go onward until we had left a sizable amount of the silver jewelry (which I had brought to trade with any tribesmen that we might meet on our trek) in the shadow of the stone pile. When questioned closely about this oddity, the guides would only say that to not leave a sacrifice would upset the dragon god who rules this part of the jungle, and that his wrath would be most dire. Throughout the day I felt that we were being watched, though I saw no sign of this supposed dragon-god. If the silver is still sitting in the shadow of the stones on our return I will pick it back up.

Deepwood Linnorm CR 24

Usually neutral evil gargantuan dragon

Init +0; **Senses** blindsense 120ft., darkvision 120ft., keen senses, low-light vision; Listen +28, Spot +28

DEFENSE

AC 30, touch 6, flat-footed 30 (-4 size, +24 natural)

hp 297 (18 HD)

Fort +21 **Ref** +11 **Will** +16

DR 15/ adamantine and magic; **SR** 35

Immune sleep, paralysis

OFFENSE

Speed 40ft., fly 90ft. (good), swim 30ft.

Melee bite +32 (4d6+13, 20/ x2) and 2 claws +30 (2d8+7, 19-20/ x2) and
tail slap +30 (2d8+19, 20/ x3)

Space 20ft. **Reach** 15ft.

Base Atk +18; **Grp** +39

Spell-Like Abilities (CL 17th)
At will—*fly*, *mage hand*
3/day *cloudkill* (DC 21), *eyebite* (DC 21), *invisibility*, *hallucinatory terrain* (DC 19).
The save DC's are Charisma based.

Spells Known (CL 17)
A deepwood linnorm can cast divine spells as a 17th level druid.
(Spells per day 6/7/6/6/6/5/4/3/2/1; Save DC 15 plus spell level).

Atk Options Cleave, Flyby Attack, Multiattack, Snatch, Power Attack

Special Atks breath weapon (60ft. cone or 120ft. line of poisonous slime, 1d6 Strength damage/ 2d6 secondary damage, Fortitude DC 29 negates), crush (medium creatures and smaller; 4d6+19 bludgeoning damage and pinned, Reflex DC 29 negates, must succeed a grapple check to sustain)

TACTICS

Before Combat Deepwood linnorms dwell deep within the foliage or against the sides of large hilly areas. When a deepwood linnorm spots prey it casts invisibility and takes to the wing in hopes of catching their prey off-guard.

During Combat Deepwood linnorms prefer to start combat off with breath weapon and spell attacks, using the powers of the environment at their command to help them separate and weaken their foes. Once their foes have been sufficiently debilitated they will swoop in to crush, followed by claw and bite attacks.

Morale Deepwood linnorms are self-centered and cowardly by nature, and if a linnorm is taking a beating it will not hesitate to turn invisible and flee. A deepwood linnorm's natural weapons are treated as magic weapons for the purposes of overcoming damage reduction.

STATISTICS

Abilities Str 38, Dex 10, Con 31, Int 15, Wis 21, Cha 21

Feats Alertness, Cleave, Flyby Attack, Multiattack, Snatch, Power Attack, Quicken Spell-like Ability (*invisibility)*

Skills Bluff +16, Concentration +29, Hide +9, Intimidate +17, Knowledge (any one) +12, Knowledge (nature) +23, Listen +28, Move Silently +10, Search +12, Sense Motive +15, Spellcraft +23, Spot +28

Languages Abyssal, Draconic, plus any 1 regional

ECOLOGY

Environment warm hills and jungles

Organization solitary

Treasure standard

Advancement 19-24 HD (Gargantuan)

Level Adjustment —

SPECIAL ABILITIES

Breath Weapon (Su): A deepwood linnorm can breathe poisonous slime in either a 60 foot cone or a 120 foot line. Creatures caught in the area of effect must make a Fortitude save (DC 29) or suffer the effects of the linnorm's poison breath. The initial damage is 1d6 points of Strength damage, and the secondary damage is 2d6 points of Strength damage. Using its breath weapon is a standard action, and once it breathes the deepwood linnorm must wait 1d4 rounds before it using the breath weapon again. The save DC is Constitution based.

Crush (Ex): A flying Linnorm can land on an opponent three or more size categories smaller then itself as a standard action. A crush attack affects as many creatures as can fit under the linnorm's body. Each creature in the area of effect must make a Reflex save (DC 29) or be pinned, automatically taking 4d6+19 points of bludgeoning damage. Thereafter if the deepwood linnorm chooses to maintain the pin, treat it as a normal grapple attack. While pinned the opponent takes crush damage every round. The Reflex save DC is Constitution based.

Immunities (Ex): A deepwood linnorm is immune to sleep and paralysis effects, as well as to the poisonous effects of its own breath weapon.

Keen Senses (Ex): A linnorm sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 120 feet.

ECOLOGY

Ancient relatives of the dragons, deepwood linnorms dwell in the Hepmonaland's jungles. Self-serving and cruel, deepwood linnorms will often lair in ancient ruins and trick nearby Suel or Olman tribes into worshiping them as dragon gods, complete with sacrificial virgins. Deepwood linnorms generally consider the area with in twenty miles around their lair to be their own personal territory, often marking this boundary with piles of stones. Intelligent creatures that enter the area without making the proper donations are dealt with most harshly. True dragons of all types hate deepwood linnorms, and the linnorms return the animosity, although their innate cowardice prevents them from attacking all but smallest of dragons. The linnorms seem to have a strange relationship with the yuan-ti, with the elder abominations of that race seeking them out for advice from time to time. The deepwood linnorms tolerate the yuan-ti's occasional visits, and seem to ignore the infrequent yuan-ti forays into their territory. Deepwood linnorms are a very ancient species, and most of the linnorms dwelling in Hepmonaland have been there for as long as even the memories of long-lived races such as dragons stretch back. There have been no young linnorm reported in a millennia and it is possible that the race is slowly dying out. However, as the linnorms themselves never seem to die of old age their extinction could still take some time.

A deepwood linnorm has a serpentine form, looking somewhat like a dragon with neither hind legs nor wings. Their heads are very draconic in appearance, sporting frilled ears and many horns and crests. They are covered with diamond-shaped scales that are incredibly hard, being dappled with a mixture of many different shades of green. Deepwood linnorms speak Draconic and Abyssal, and most also speak the languages of any human or humanoid groups that live in or near their territory.

11th day of Coldeven, 590 CY,

Today we found several patches of a strange blue-green mold growing on what appeared to be piles of sticks in a clearing near the riverbank. Although the scouts shied away, I sent my manservant, Rolf, forward to investigate further. He discovered that the moss covered not sticks but old skeletons, mostly of animals, but one appeared human. Searching the mold patches had stirred up great clouds of spores, and when Rolf returned to the group he was virtually covered with the bluish dust that came off of the stringy moss. It wasn't until many hours later, when we were setting up camp that I noticed the strange change that had come over Rolf. He seems to be growing patches of the strange moss on his face and hands, and the guides have suggested that I send him away before he infects us all. Rolf, poor Rolf, he has been my faithful servant for many years, but I am afraid I may have to give in to the guides request, as more of the moss has grown on Rolf his actions have grown more strange and erratic. If only we had brought along a cleric. . .

Dread Moss CR 5

Dread Moss is a hazard of the jungle the way that Yellow Mold or Green Slime is a hazard in the dank dungeons of the world. Slimes, molds, mosses and fungi of all types exist in abundance beneath the canopy of the Centeo jungle, thriving there because of the hot, moist climate and lack of direct sunlight thanks to the thick layer of leaves and branches above. One of the more dangerous types of moss to be found in the jungles, Dread Moss is especially common in clearings along riverbanks and lakeshores. Most often found in five-foot square patches covering the skeletal remains of a victim, most natives of Hepmonaland know enough to avoid this deadly blue-green moss and those infected by its spores. When disturbed, a patch of Dread Moss releases a five foot radius cloud of spores, and any creatures caught with in the cloud must make a successful Fortitude save (DC 15) or become infected with the spores. An infected creature will slowly acquire the Moss-Cloaked

Creature template over the course of a 1d4+1 hour incubation period, eventually dying as the Dread Moss eats him away from within. During the incubation period a delay disease spell will extend the incubation period by the same amount of time as the spells duration, and a remove disease spell will destroy the spores that are germinating in the victims' body, ending their threat. Once the incubation period has ended and the victim has acquired the Moss-Cloaked template only a *heal*, *wish*, or *miracle* spell will undo the changes. Any application of fire or magical cold will kill a patch of Dread Moss.

Moss-Cloaked Creature

A Moss-Cloaked Creature is a creature that has been infected and overcome by Dread Moss spores. The spores begin breaking down the soft tissues of the host, replacing it with dread moss. This gives the infected creature a temporary boost of strength, but in the end kills it as the moss replaces the host's vital organs and eventually reduces it to nothing more then a pile of Dread Moss and bones.

The infecting spores destroy parts of the victim's mind and personality early on, damaging the victim's ability to think and making it prone to random acts of violence. A Moss-Cloaked creature looks like a normal member of its species covered with long strands of hair-like blue-green moss.

Creating a Moss-Cloaked Creature

"Moss-cloaked Creature" is an acquired template that can be added to any living corporeal creature from the material plane, with the exception of dragons (referred to hereafter as the "base creature"). It uses all of the base creatures' statistics and special abilities except as noted here.

Size and Type: the creatures type changes to plant. Do not recalculate the creatures base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice Increase to d8 if less then that, other wise HD is unaffected.

Speed Same as base creature

AC natural armor improves by +2

Attacks Same as base creature

Damage Same as base creature

Special Attacks A Moss-cloaked Creature retains all of the special attacks of the base creature. In addition the Moss-cloaked creature gains a special spore attack.

Spores (Su): a moss-cloaked creature can release a cloud of spores as a standard action once every 1d4 rounds. This forms a 10-foot radius cloud that is 10 feet high centered on the moss-cloaked creature. The cloud dissipates the same round it is released. All living corporeal creature from the material plane, with the exception of dragons inside the cloud must make a successful Fortitude save (DC of 10 + ½ the moss-cloaked creatures HD, + the moss-cloaked creatures constitution modifier) or become infected with Dread Moss Spores (See Dread Moss above).

Special Qualities A Moss-cloaked Creature retains all of the base creatures special qualities and those listed below, and also gain the plant type.

Low-light Vision: A moss-cloaked creature can see twice as far as a human in starlight, moonlight, torchlight, or similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Immunities: A moss-cloaked creature is immune to all mind-affecting effects, poison, sleep, paralysis, polymorph and stunning. Moss-cloaked creatures are not subject to critical hits.

Saves Same as the base creature.

Abilities A Moss-cloaked Creature gains +4 Strength, and -2 Intelligence, Wisdom and Charisma (but never lower then 1). They suffer 1 point of permanent Constitution drain per week until they die when their Constitution reaches 0, at which point the collapse into a simple patch of Dread Moss. A moss-cloaked creature that is cured of the affliction has its ability scores return to normal, with the exception of Constitution points already lost.

Skills As base creature.

Feats As base creature

Climate/Terrain warm forests and swamps

Organization Solitary

Challenge Rating Base creature +1

Treasure None

Alignment Always Chaotic Neutral

Advancement As base creature

Level Adjustment As base creature

Sample Moss-Cloaked Creature

This example uses a Leopard that has been infected for two-weeks as the base creature. These jungle cats are about 4 feet long and weigh about 120 pounds. They are usually more active at night. They appear much like a normal leopard covered with patches of long stringy blue-green moss.

Moss-Cloaked Leopard CR 3

Usually chaotic neutral medium plant

Init +4; **Senses** low-light vision, scent; Listen +5, Spot +5

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 17 (3 HD)

Fort +4 **Ref** +7 **Will** +1

Immune critical hits, mind-affecting effects, paralysis, poison, polymorph, sleep, stunning

OFFENSE

Speed 40ft., climb 20ft.

Melee bite +8 (1d6+5, 20/ x2) and 2 claws +3 (1d3+2, 19-20 /x2)

Space 5ft. **Reach** 5ft.

Base Atk +2; **Grp** +7

Atk Options improved grab, pounce, rake (+8 ATT, 1d3+2, 19-20/ x2 DMG)

Special Atks spores (10ft radius, 10ft. high, 1 round duration, Fortitude DC 12 negates)

TACTICS

Before Combat Moss-cloaked leopards prepare ambushes against their prey, using their Hide and Move Silently skills they leap into combat.

During Combat Moss-cloaked leopards pounce on their prey attempting to overwhelm them. If surrounded a moss-cloaked leopard unleashes its spores and bites any foes in range.

Morale Moss-cloaked leopards fight much as their non-infected relatives do, although they are much more likely to attack with or without provocation, and if not hunting for food. A moss-cloaked leopard fights to the death; they do not flee or withdraw, often focusing all their efforts on one opponent in hopes of dragging them off to feed on their corpse.

STATISTICS

Abilities Str 20, Dex 19, Con 12, Int 1, Wis 10, Cha 4

Feats Alertness, Weapon Finesse

Skills Balance +12, Climb +11, Hide +8*, Jump +13, Listen +5, Move Silently +8, Spot +5

Languages none

ECOLOGY

Environment warm forests

Organization solitary

Treasure none

Advancement 4–5 HD (Medium)

Level Adjustment —

SPECIAL ABILITIES

Improved Grab (Ex): To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Immunities: A moss-cloaked leopard is immune to all mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning. Moss-cloaked leopards are not subject to critical hits.

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d3+2, 19-20/ x2.

Spores (Su): A moss-cloaked leopard can release a cloud of spores as a standard action once every 1d4 rounds. This forms a 10-foot radius cloud that is 10 feet high centered on the moss-cloaked leopard. The cloud dissipates the same round

it is released. All living corporeal creature from the material plane, with the exception of dragons inside the cloud must make a successful Fortitude save (DC of 12) or become infected with Dread Moss spores (See Dread Moss above).

Skills: Moss-cloaked leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened.

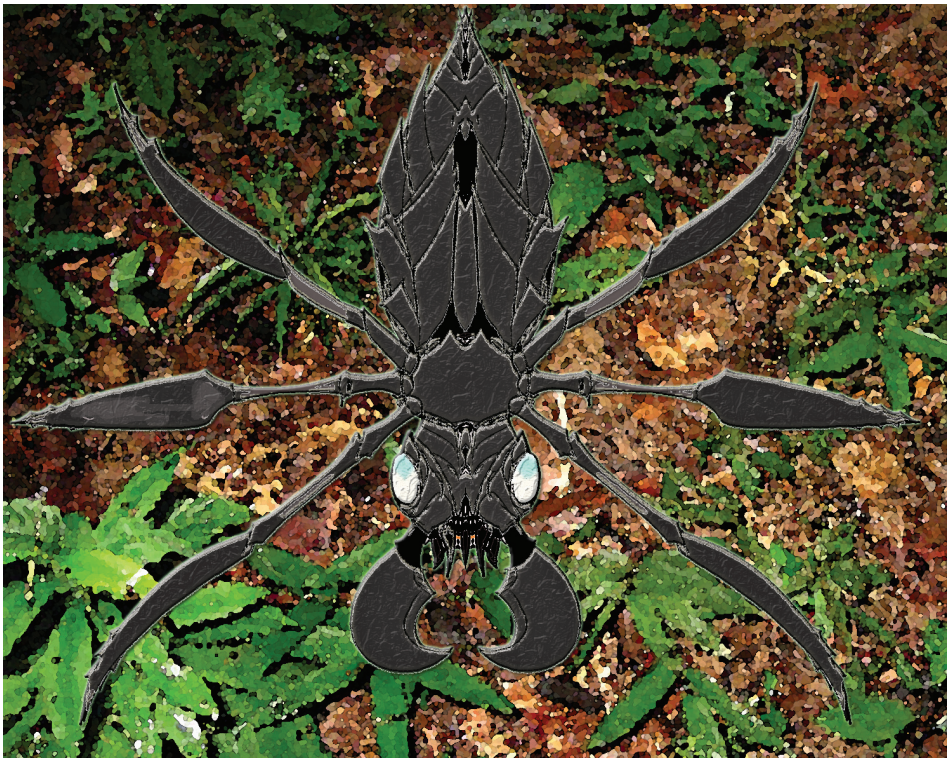
15th day of Coldeven, 590 CY,

I am growing to hate this damnable jungle! It is taking us longer then expected to reach our destination and the heat and the humidity are starting to wear on all of our nerves. The remaining guide has assured me that we will be at the place marked upon Brenden's map by the day after tomorrow, unless of course more unexpected detours arise. We spent all of yesterday trying to go around one of the most hellish sights that I have ever cast eyes upon. Soon after breaking camp, the guides stopped our troop and brought me forward to see the reason for the detour. There before my astonished eyes I saw what at first looked to be the jungle floor moving of its own accord. Venturing closer I was shocked and disgusted to see that the forest floor was covered with a carpet of huge crawling ants for as far as the eye could see. Each of these ants was nearly a foot long, and had overly large and elaborate mandibles. Unfortunately for me I got to see what they used the mandibles for. In getting close enough to see them the ants must have sensed me, for as one the tide of insects turned towards me, and would have swarmed me under had not one of the guides pulled me out of the way to safety. Sadly the guide could not himself escape their mass and I will forever hear his screams in my nightmares.

Fleshcutter Ant Swarm

A fleshcutter ant swarm is a mass of teeming gray-black ants, each nearly a foot in length. Fleshcutters have an enlarged set of poisonous mandibles at their head, and are voracious hunters that scour the jungle floor for any living creatures to carve up and take back to their queen.

Fleshcutter Ant Swarm CR 3
Always neutral tiny vermin (Swarm)
Init +2; **Senses** darkvision 60ft., tremorsense 30ft.; Listen +0, Spot +4



DEFENSE

AC 14, touch 14, flat-footed 12 (+ 2 size, +2 Dex)
hp 27 (6 HD)
Fort +5 **Ref** +4 **Will** +2
Immune swarm traits, vermin traits

OFFENSE

Speed 20ft., climb 20ft.
Melee swarm (2d6 plus poison, 20/x2)
Space 10ft. **Reach** 0ft.
Base Atk +4; **Grp** -
Special Atks distraction (melee range, nausea for 1 round, Fortitude DC 13 negates), poison (injury, 1d2 initial and secondary Dexterity damage, Fortitude DC 13 negates)
Special Qualities half damage from slashing and piercing, swarm traits

TACTICS

Before Combat Very few things are more feared by the natives of northern Hepmonaland then an army of fleshcutters on the move. Fleshcutter ant swarms attack any intruders into their territory with impunity. They do not plan their actions ahead of time.
During Combat A fleshcutter ant swarm surrounds their prey biting them with their poisonous mandibles and dragging back the remains to their queen and the collective hive.
Morale Fleshcutter ant swarms fight to the death for their queen.

STATISTICS

Abilities Str 2, Dex 15, Con 10, Int -, Wis 10, Cha 1
Feats Weapon Finesse
Skills Climb +12, Spot +4
Languages none

ECOLOGY

Environment warm forests and jungles
Organization solitary, squad (2-4 swarms), troop (5-9 swarms) or army (10-100 swarms)
Treasure none
Advancement none
Level Adjustment —

SPECIAL ABILITIES

Distraction (Ex): Any living creature that begins its turn with a fleshcutter ant swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.
Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d2 Dex. The save DC is Constitution-based.
Skills: A fleshcutter ant swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A fleshcutter ant swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

17th day of Coldeven, 590 CY,

Finally, we have found the ruined temple marked on Brenden's map, although I am not overly impressed with the findings. It is located right on the shore of Lake Opotleotle, and parts of the ruin are sunk into the shallow water of the cove it lies at. Trying to find the sapphire bat idol mentioned in Brenden's letters is going to be more difficult then I thought. Few of those I brought with me are experienced adventurers, and Kreoptman, the brave Suel guide that I have come to rely upon, refuses to help. He says that the ruins are taboo; the ruins of a temple sacred to the ancient and legendary bat-people, and he will not approach closer than one hundred yards to them. The carvings on the walls of the outer temple are exquisite, and although they are very ancient they remain intact and are exactly as described in Brenden's letters. It is my hope that the sapphire idol will be found within a day or two. In the mean time, Kreoptman has had us set up camp in a large, clear field on the lakeshore about a mile from the ruins. He says that there are dangerous creatures that prowl the night in this area, but that they fear the light of sun and moon.

The Ogrik

Ogriks stand twenty feet tall and look like huge, very broad, featureless gray stone men. Two hollows upon their head serve as eyes. They walk through the jungle on the darkest of nights leaving devastation in their wake.

Ogrik CR 12

Always chaotic evil huge elemental (Earth)

Init -1; **Senses** darkvision 60ft.; Listen +9, Spot +9

DEFENSE

AC 20, touch 8, flat-footed 20 (-2 size, -1 Dex, +13 natural)

hp 157 (15 HD)

Fort +13 **Ref** +4 **Will** +5

DR 10/ -

Immune elemental traits

OFFENSE

Speed 20ft.

Melee 2 devastating blows +18 (2d6+8, 19-20/ x2)

Space 15ft. **Reach** 15ft.

Base Atk +11; **Grp** +27

Atk Options Cleave, Great Cleave, Improved Bull Rush, Power Attack, mighty blows

Special Atks trample (2d6+12, Reflex DC 24 halves)

STATISTICS

Abilities Str 27, Dex 9, Con 23, Int 6, Wis 11, Cha 4

Feats Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Power Attack, Weapon Focus (slam)

Skills Listen +9, Spot +9

Languages understands Terran

ECOLOGY

Environment warm hills and jungles

Organization solitary

Treasure none

Advancement 16-20 HD (Huge) 21-45 HD (Gargantuan)

Level Adjustment —

SPECIAL ABILITIES

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Ogriks have darkvision with a range of 60 feet.

Mighty Blows (Ex): An Ogrik has a chance of knocking large or smaller sized creatures prone. If it deals more then 15 points of damage with a devastating blow attack it gets to make an immediate trip attempt against that opponent, with a bonus to the roll equal to the amount of damage dealt. The Ogrik doesn't provoke any attacks of opportunity when using this ability, and cannot be tripped in turn if it fails to trip its opponent.

Trample (Ex): As a full-round action, the Ogrik can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The Ogrik merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling Ogrik's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the Ogrik moves over all the squares it occupies. If the Ogrik moves over only some of a target's space, the target can make an attack of opportunity against the Ogrik at a -4 penalty. An Ogrik that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage to all in range. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex save DC 24 to take half damage. The save DC for this ability is Strength-based.

ECOLOGY

On nights of the new moon, Hepmonaland natives lay in their huts praying that an Ogrik will not stumble upon them. Olman legends describe Ogriks as being evil spirits bound to the earth for their sins, although the truth is somewhat different. Thousands of years ago the Ogriks were normal earth elementals summoned to the material plane to guard temples of a long forgotten god (some claim Tharizdun). That god's magic warped them to their current forms and shattered their minds, leaving them with a mad urge for destruction and ruin when away from the temples they were summoned to guard. Most of the temples of the forgotten god crumbled to dust long ago, so the Ogriks now wander through the jungle on an insane rampage of destruction.

Ogriks fear the light of the sun, although it does them no harm. They spend their days and nights when the moon is bright hiding in caves, or in the deep jungle where light doesn't penetrate the thick canopy above. Ogriks understand Terran, although they cannot speak.

19th day of Coldeven, 590 CY,
The final entry in the journal of Lady Kendara Phax: found by adventurers in the jungle near Lake Opotleotle in Patchwall of the year 590

The sapphire idol has eluded me thus far, but I have made an even more stupendous discovery! The bat-people of native legend still exist; I have seen them on both of the last two nights flying over the lake in the moonlight. They seem to soar back and forth over the temple ruins, and then fly toward a thickly wooded hill that I can see from our camp. Imagine the prestige I would get in the Overking's eyes if I could bring one of these marvels back alive to the court! Everyone in Athissa knows that Xavener is simply mad for exotic curiosities such as this. I came after the idol for fortune, but now see the possibility of fame. Tomorrow I will set out for the hill to see if I can find the lair of these bat-people.

The Zhem'tahl

The Zhem'Tahl leaders tend to be Barbarians or Barbarian/rangers. Zhem'Tahl clerics worship Alour and can choose two of the following domains: Air, Animal, Chaos and

Strength. Zhem'Tahl spiritual leaders are as likely to be Druids or Adepts as they are cleric however, Zhem'Tahl spellcasters prefer spells that fortify and enhance existing abilities.

Zhem' Tahl Traits

Zhem'Tahl characters possess the following racial traits.

* +2 Strength, +6 Dexterity, -2 Intelligence
* Medium size.
*A Zhem'Tahl's base land speed is 30 feet. It also has a fly speed of 90 feet with average maneuverability.
*Darkvision out to 60 feet.
*Blindsense out to 100 feet.
***Racial Hit Dice:** A Zhem'Tahl begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
***Racial Skills** A Zhem'Tahl's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Hide, Move Silently, and Survival. A Zhem'Tahl has a +4 racial bonus on all Hide and Move Silently checks.
***Racial Feat** A Zhem'Tahl's monstrous humanoid levels give a feat.
*+2 natural armor bonus.
***Special Attacks** (see above): shriek.
***Special Qualities** (see above): blindsense, darkvision
***Automatic Languages** Zhem'Tahl
***Favored Class** barbarian
***Level adjustment** +3.

Zhem'Tahl CR 1

Often chaotic neutral medium monstrous humanoid
Init +3; **Senses** blindsense 120ft., darkvision 60ft.; Listen +0, Spot +0

DEFENSE

AC 15, touch 13 flat-footed 12 (+3 Dex, +2 Natural)
hp 9 (2 HD)
Fort +0, **Ref** +6 **Will** +3

OFFENSE

Speed 30ft., fly 90ft. (average)
Melee spear +3 (1d8+1, 20/ x3) and bite +1 (1d4, 20 /x2)
Ranged shortbow +5 (1d6, 20/ x3)
Space 5ft. **Reach** 5ft.
Base Atk +2; **Grp** +3
Special Atks shriek (15ft. burst, stunned for 1d4 rounds, Fortitude DC 11 negates)

STATISTICS

Abilities Str 13, Dex 17, Con 11, Int 9, Wis 11, Cha 10
Feats Multiattack
Skills Hide +7, Move Silently +7, Survival +4
Languages Zhem'Tahl, plus any 1 regional

ECOLOGY

Environment warm jungles
Organization solitary, pair, flight (3-6) or colony (5-20)
Treasure no coins, standard goods, standard items
Advancement by character class, favored class - barbarian
Level Adjustment +3

SPECIAL ABILITIES

Shriek (Su): Once per day a Zhem'Tahl can release a piercing shriek. This has the effect of stunning all non-Zhem'Tahl within a 15-foot burst centered on the shrieking creature for 1d4 rounds unless they make a successful

Fortitude save (DC 11). This is a sonic affect, and the save DC is Constitution based.

Skills: Zhem'Tahl receive a +4 racial bonus on all Hide and Move Silently checks.

ECOLOGY

Zhem'Tahls are a race of bat-people that have long inhabited the deep jungles of Hepmonaland. Long ago they ruled great empires from cyclopean stone cities, but these empires were eventually destroyed by the newly arrived race of men, and the now forgotten ruins crumble under the assault of jungle creepers. Once one of the most civilized of peoples, the descendants of the empire builders faced centuries of warfare and persecution at the hands of their human conquerors until they eventually devolved into the barbaric state in which they exist today. The fall of the Zhem'Tahl empires happened so far in the misty past that today the humans of Hepmonaland do not even realize that they played a part in their destruction. Though the Zhem'Tahl eventually escaped into the deepest jungles and ended human persecution they still view humans with near hatred, and often act violently toward those that they encounter.

The Zhem'Tahls look much like humanoid bats, with furry fox-like faces and membranous wings where their arms should be. Their wings have well developed hands and fingers about midway along their edge, and the Zhem'Tahls are so dexterous at using them that they can even wield weapons in their wing hands while they fly. Zhem'Tahls speak their own language, which is related to, but predates Touv.

HABITAT & SOCIETY

Zhem'Tahls dwell in small nomadic camps that move from place to place within a territory of jungle that each group of Zhem'Tahl calls its own. While war between colonies is not unheard of, it is rare and they usually reserve their ferocity for other jungle dwellers. Zhem'Tahl are barbaric and crude, taking what they want from other races, by force of arms if necessary. However, they are not generally evil and tend to only take what they must and are not known for wanton slaughter.

Zhem'Tahl camps will have non-combatant young equal to half the number of adults. Their camps tend to be collections of thick hide tents set on woven platforms high in the jungle canopy. They are always ready to move at a moment's notice if danger threatens or the chieftain decides it is time to do so.

The ancient Zhem'Tahl once had a grand pantheon of deities that covered nearly all aspects of their existence. Since their decent into barbarism, only one of those gods remains- Alour, the night flyer, a god of survival, hunting, and natural selection. Alour urges his followers to be strong and swift, and to do what is needed to ensure the continuation of the species.

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THE SUNDERED SPARK

By Trevor Watson with Special Thanks to Bryan Sametz
Art by Liz Courts, James Keegan, Rick Miller and Trevor Watson
Cartography by Trevor Watson and Rick Miller

"The Sundered Spark" is a D&D adventure designed for four 22nd level or higher level characters, although it can be adapted for player characters of higher or lower level as detailed in the "Scaling the Adventure" sidebar. It is likely that at some point during this adventure your PC's will gain enough experience to gain a level.

Adventure Background

The Causeway of Fiends has long been a place of ineffable evil and unspeakable dread. None but the most fearlessly evil dare approach it, lest those who do have their soul devoured by a vile demon or ruthless devil. Over the centuries, accounts of fiends from both the abyss and Ba'ator stalking the causeway have been recorded, either to claim some unfortunate who strayed too close or tear each other from limb to limb. In any case, civilized and savage creatures alike have learned to stay well away from this foul place.

Located on the northern shores of the former Great Kingdom, the site was built ages ago by a primeval troglodyte civilization that once dominated much of the eastern Flanaess. Hewn from a composite of lower planar rock, the causeway is a path of monolithic slabs lined side by side that begins a half-mile inland and descends into the sea. It parts the water, creating cascading waterfalls that rise almost 100ft. high on either side, and leads twenty miles to the forsaken Isle of Cursed Souls. The isle was once a sacred site to the troglodytes, where they erected an edifice of stone in homage of their fiendish masters. For centuries they performed terrible rituals to consecrate the edifice and sacrificed countless souls to the causeway, where its brooding evil influence surged with hunger. Each year its appetite grew more and more ravenous until there was nothing left to feed on, so it turned to the troglodytes instead. An internecine feud gripped the tribe in a frenzy of murder and cannibalism as they sought to satisfy the causeway, but it was to no avail. Eventually, it claimed them as well.

Over a thousand years would pass before this wicked place would

once again be disturbed, this time by the race of men. Three Ur-Flan necromancers discovered the causeway and the island edifice of the troglodytes. Through fiendish pacts they learned many dark secrets and used the magic of the edifice to further their own agendas. Instead of feeding the causeway with tormented souls, the Ur-Flannae drew power from it and struck out against their enemies, such as the migrating Oeridians. While searching for weaknesses to exploit in their foes, the Ur-Flannae uncovered the secret burial site of the Oeridian king Ukriel – a paladin of Heironeous undergoing divine ascension. The three necromancers conspired to thwart this would-be deity by stealing his divine spark. From the island edifice, they conducted a ruinous ritual that siphoned Ukriel's soul and filtered it through the causeway. However, the fusion of holy power and evil magic created a catastrophic backlash that mutated the Oeridian king into an atropal – a stillborn godling. The spark was sundered into four fragments, each held by one of the Ur-Flan and the atropal. Enraged by this act of ultimate blasphemy, Heironeous sealed all four beings in the edifice where they remain imprisoned to this day.

The story of Ukriel and the Ur-Flan is a well-guarded secret of the gods, an obscene disgrace to Heironeous and his priesthood that is all but forgotten. All, that is, except for one. Recently, the Unnamable Hierarch of the Horned Society learned of the dead godling and seeks to claim the spark. He found the Isle of Cursed Souls through the causeway, but quickly discovered the edifice has powerful seals that prevent evil beings from entering it. He realized it would take beings of great power to breach the edifice's protections and restore the spark, but does not want to use all his resources to do so. Instead, the Hierarch has devised a plan to let a group of legendary heroes take care of this for him.

Adventure Synopsis

The PCs learn that the Hierarchs of the Horned Society are searching for the soul of a trapped god. Further research reveals this demigod was a champion of Heironeous and is hidden in an edifice on the Isle of Cursed Souls. What sinister purpose the Hierarchs have is not known, but the PCs are charged with releasing this deity's spirit before the Hierarchs find him. The only way to the isle is through the Causeway of Fiends, where the PCs must defeat its fiendish inhabitants and overcome its evil influence. There is also a magical disk the PCs must activate that serves as the key to the edifice, which draws the attention of a powerful company of demons seeking to foil the Unnamable One's plan.

Once through the causeway, the party faces the isle's hazards: hordes of incorporeal undead, life draining effects and four nightcrawlers. When the edifice is located and accessed, they will find an enchanted scepter (placed here by Heironeous) that can be used to break the seals and restore the divine spark. The only way out of the edifice is to retrieve the spark fragments, which means defeating the Ur-Flan prisoners and the atropal. Perceptive PCs may discover they can negotiate with one of the Ur-Flan necromancers which will aid them in their quest, especially once the atropal has been defeated. With the seals broken, the Unnameable One sends his champion, Warduke, and an entourage of devils to finish off the PCs and retrieve the divine spark. A final battle ensues that will decide the fate of the party, the spark and the soul of a demigod.

Adventure Hooks

The PCs can be contacted by an intermediary that they know from their own campaign, or use one of the following suggestions:

Call from the King: A messenger from the royal court of Chendl delivers an urgent summons from King Artur of Furyondy. It states that a menace of divine proportions threatens the Flanaess and requests the PCs for aid in the matter. Should they agree, they are to travel to the king's palace in Chendl to be briefed on this quest. The king advises the PCs to use utmost discretion from this point.

The Circle of Eight: It's possible some of the PCs are familiar with members of this famous group, or that some members have heard of the PC's exploits and request an audience. Either way, they are told an ancient evil has been disturbed around the Causeway of Fiends, a deific presence stirs and only epic heroes are capable of handling the problem.

Lay To Rest: Perhaps one of the party members is a paladin or cleric of Heironeous. In this case, he receives a vision from his deity that agents of evil have disturbed the trapped soul of a dead paladin-god on the Isle of Cursed Souls. The PC must journey to the isle and put the demigod's soul to rest. The vision should be kept vague on details, Heironeous gives only what his follower needs to know but warns him that a terrible evil has corrupted the god's soul.

Agent of Evil: A more intriguing way to start the adventure is to have an agent of the Horned Society contact the party. As a pit fiend, the Unnameable Hierarch has many infernal allies and sends Nimruku, a paeliryon devil/epic infiltrator in heavy disguise to recruit the PCs. This scenario presents some logistical challenges for the DM, as epic characters are not easily duped, but involves them more directly with the movers and shakers of Greyhawk.

CHAPTER ONE: THE HIERARCHS GAMBIT

When the party is gathered together, their contact relays the following information to them:

A short while ago, agents of the Horned Society were spotted in the hills of southern Nyrond. It appears they uncovered an ancient burial site and made numerous expeditions to it, hauling away cartloads of plundered riches and relics. Shortly thereafter, some of the Hierarchs were tracked to one of the most wicked and evil places in all the Flanaess: the Causeway of Fiends. What dark motives led them there is unsettling, for it is a place where both demons and devils dwell. During the fullness of Celene, they emerge from the causeway to inflict pain and death on anything in the vicinity, including each other. No sane person would dare approach this foul place, lest they be dragged screaming

by some fiend to the black Abyss or infernal Baator. Something very powerful has attracted the Hierarchs, for they have made frequent forays into the causeway and beyond to the Isle of Cursed Souls – an island as forsaken as its name implies.

The situation gets even worse. Divinations have revealed that the burial site discovered in the hills of Nyrond belonged to an ancient Oeridian king named Ukriel. He was a mighty paladin of Heironeous who passed away a thousand years ago, but his soul never reached the mountain of Celestia. Consulting the heavens strongly indicate that a divine alteration had occurred after Ukriel's death; possibly his apotheosis. But something interrupted this change and Ukriel's soul was forever trapped behind four impenetrable seals on the Isle of Cursed Souls. This is all that could be gleaned from the most powerful divinations. No magic spell can penetrate the causeway or the Isle of Cursed Souls, though it shows a strong correlation between the burial site of Ukriel and the isle – a deific presence.

The party's contact believes that the Hierarchs have found the trapped soul of Ukriel and want to use his godlike power for their own evil ends. The PCs are asked to undertake a truly perilous quest: traverse the Causeway of Fiends to the Isle of Cursed Souls, find the trapped soul of the paladin-god and put him to rest before the Hierarchs can get to him. If the PCs want some sort of payment, remind them that saving the soul of a demigod should be its own reward, and that the isle is rumored to hold many treasures and magic items.

All of the information given is truthful and PCs who check the story will find there is nothing amiss. This is exactly what the Unnameable One wants. Through a vast network of agents and spies, he had these secrets "leaked" so they would funnel to precisely the right people, such as the PC's contact. He let the proverbial cat out of the bag, working the tragic tale of the trapped paladin demigod angle to his advantage, carefully worded so as not to reveal too much. Now the Hierarch will simply wait for the brave party of adventurers to go save poor Ukriel's tortured soul. When the spark is restored, he'll have them killed and the divine spark will be his. At least, that's the plan. There are a few unexpected turns throughout the adventure that may work in the party's favor to undo the Hierarch's plan.

The Causeway of Fiends

The Causeway of Fiends is carved from other-worldly stone, a compound of elements from the planes of the Abyss and Baator. It is fused with powerful properties from those planes, a swirling paradox of law and chaos blended with pure, raw evil. As such, certain planar traits and magical fluxes emanate in the causeway and to the surrounding area. In game terms, it is similar to a Major Planar Bleed Anomaly (*Manual of the Planes* 220.) Furthermore, the causeway has the following planar traits:

Features of the Causeway

Unless noted otherwise, all features within the causeway are consistent:

Granite slabs: 12ft. thick; Break DC 200; Hardness 8; Hit Points 2,160; Climb DC22

Unhallowed Aura: A continual *unhallow* radiates in a half-mile radius around the causeway which cannot be dispelled or removed.

Fiendish vapor: A heavy miasma fills the causeway, limiting vision to 10ft. These vapors shield the causeway from divination magic (see below) and cause good creatures to be sickened (Fort save DC 25). All evil creatures in the vapors receive the benefits of an *unholy aura* spell (save DC 25). The fiendish vapor cannot be removed, dispelled or dispersed in any way.

Mildly Law and Chaos-Aligned: This is a unique planar trait, given the causeway's unstable nature. Chaotic and lawful-aligned creatures in the causeway suffer a -2 penalty on all charisma checks.

Strongly Evil-Aligned: Good creatures in the causeway suffer a -2 penalty on all Charisma, Wisdom and Intelligence based checks.

Limited Magic: Divination spells used to scry or detect information simply don't work here. A permanent magical vapor shrouds the causeway and veils it from all such magic. This includes *clairaudience, clairvoyance, commune, contact other plane, discern location, divination, greater scrying, legend lore, vision* or any other similar spells, in or out of the causeway.

Anyone casting such a spell in the causeway automatically receives false or misleading information. Summoning magic and teleport, dimension door, etherealness and similar forms of magical travel function, but may have an undesired effect, as determined by a percentile roll:

01-50% Spell functions normally.

51-90% Creature(s) targeted by spell is pulled into the abyss or Baator (50% chance for each). To avoid this, the spellcaster must make a Concentration check (DC 20 + spell level) but the spell fails.

91-100% Creature(s) targeted by spell is pulled into the Abyss, Baator and the Prime Material Plane simultaneously, killing him instantly. The spellcaster must make a Concentration check (DC20 + spell level) to avoid this but the spell fails.

Note: The rules for teleport affect the causeway's inhabitants, who are bound and can go no further than one-half a mile away from the place.

Approaching the Causeway

Getting to the causeway is not difficult. It is no secret this place exists and it is not hidden; it is simply (and wisely) shunned. Nothing but death and evil dwell here, and there are no signs of life for miles in every direction. PCs may use whatever means of transport they wish to reach the causeway but will be forewarned by their contact of the dangers of teleport, etc. in the causeway itself. When they arrive read the following:

A pathway of enormous granite blocks, some 25ft. wide and 12ft. high, lead from a half-mile inland and descend into Grendep Bay. Extraordinarily, the causeway is not submerged by the tide. Instead, it parts the waters, creating waterfalls to either side that rise higher as the causeway leads further out to sea. Vaporous gases billow and hiss from the seabed beneath the granite path, filling the causeway in a gloomy haze. Beyond, distant screams and wails echo from the yawning void like a choir of lost souls in endless torment. Above all else, the oppressive stench of death radiates from the Causeway of Fiends.

It is a twenty mile journey through

the causeway to the Isle of Cursed Souls. It descends at a twenty-degree decline at ground level for three and a half miles before straightening out, where the seafloor drops into a cavernous fissure. The causeway continues its path through the deep sea, floating in mid-air for another fifteen miles until slowly ascending to the isle. The falls to either side is just normal water that leads out to the sea, although it remains in the half-mile *unhallow* radius. The PCs will be advised not to travel here during the four festival weeks while the moon of Celene is full, as fiendish activity is most frequent at this time, even if many demons/devils are not a real threat to characters at this level. Still, DMs who wish to develop additional encounters should use the Abyssal/ Hellish Encounter tables on pg. 167 of the Dungeon Master's Guide.

C1. Volcanic Gorge EL 25

About a mile along the causeway, the air becomes increasingly hot and stifling, and the sea floor gives way to a bubbling lava bed. The granite slabs float like tiny "islands" in a volcanic canal of magma, steam and ash. The slab ahead has drifted further out, opening into a gorge.

The great wyrm Diabulopyrus, an exile from the infernal lava fields of the Bleak Eternity of Gehenna, now guards this passage. He lurks in the lava waiting for victims to blunder into his fiery snare. Once he senses the party's approach, he lunges out of hiding, snatching a victim in his jaws and dragging them under the lava.

Ad-Hoc XP Award: Because of the lava factor, the encounter level for this area was increased by one.

Diabulopyrus, Pass Guardian CR 24

Advanced elite great wyrm pyroclastic dragon

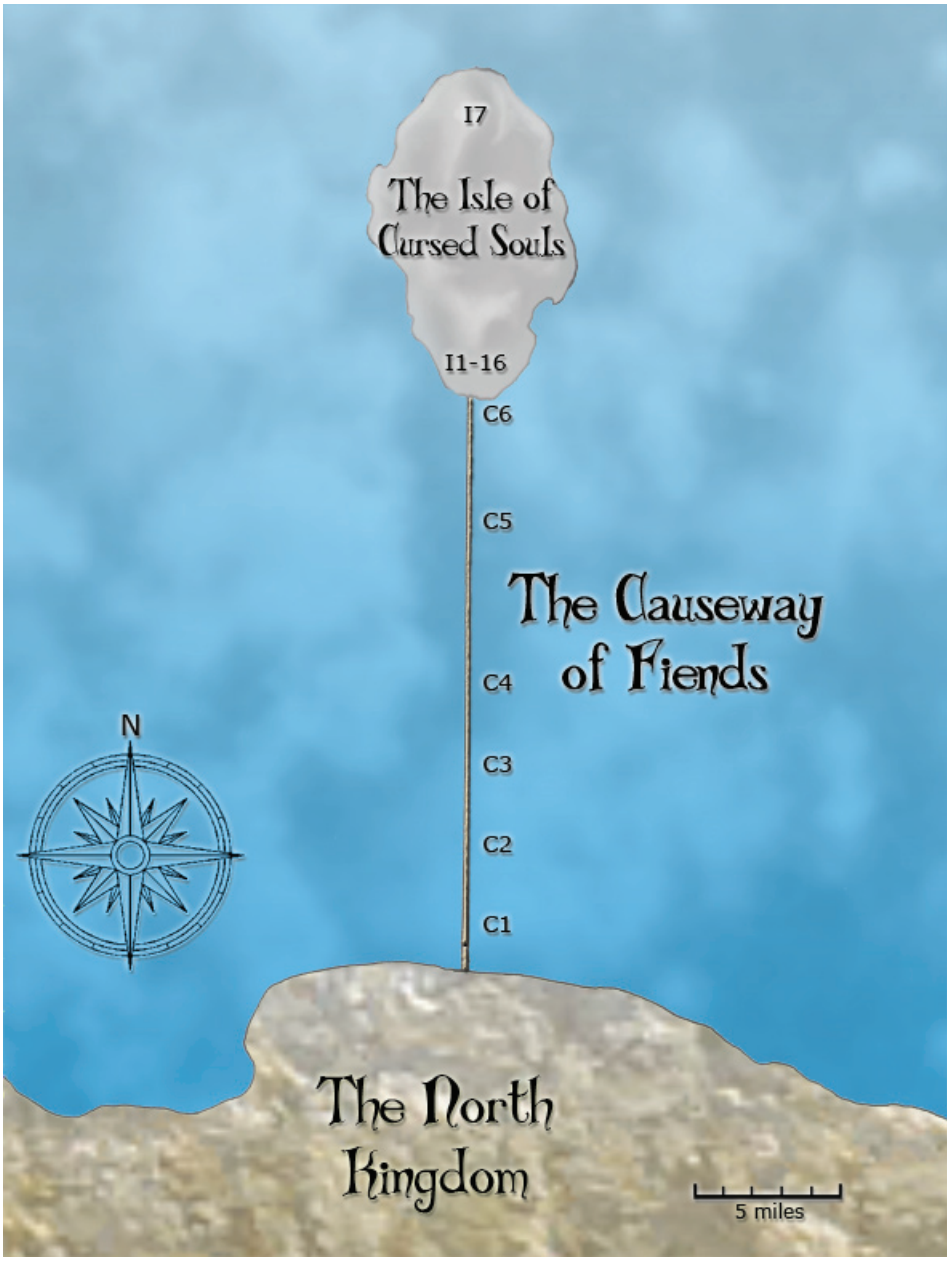
Draconomicon 182, *Epic Level Handbook* 179

NE Colossal Dragon (Extraplanar)

Init +7; **Senses** blindsense 60ft., darkvision 120ft., keen senses, low-light vision; Listen +45, Spot +45

Aura frightful presence (360ft., DC 35)

Languages Abyssal, Draconic, Ignan, Infernal, Terran, Undercommon



DEFENSE

AC 44, touch 5, flat-footed 41

hp 819 (42 HD) damage reduction 25 magic and good

Immune fire, paralysis, sleep, sonic

Resist -; **SR** 35

Fort +37 **Ref** +22 **Will** +31

OFFENSE

Spd 40ft., fly 150ft. (clumsy), climb 40ft., burrow 45ft. flyby attack, hover, wingover

Melee bite +55 (4d8+20, crit 20/ x3) and
2 claw +50 (4d6+10, crit 19-20/x2) and
2 wing +49 (2d8+10, crit 20/ x2) and
tail slap +49 (4d6+10, crit x2) or
crush +54 (4d8+30,crit 20/ x2) or
tail sweep +54 (2d8+30, crit 20/ x2)

Ranged disintegrating breath weapon +54 (24d6, crit 20/ x2)

Space 30ft. **Reach** 20ft. (30ft. with bite)

Base Atk +42; **Grp** +77

Atk Options Blind-Fight, Great Cleave, Improved Sunder, Power Attack, Quicken Breath, Snatch

Special Atks breath weapons, crush, snatch, tail sweep

Combat Gear *periapt of wound closure,* potion of *cure serious wounds* (CL 10), wand of *protection from energy* (CL 10, 12 charges)

Spell-Like Abilities (CL 17th, +55 ranged touch attack)
3/day – *produce flame*, *sound burst*
1/day – *fire storm (DC 25)*, *incendiary*

cloud (DC 26), *meteor swarm* (DC 27), *power word stun*, *pyrotechnics* (DC 20), *shatter* (DC 20), *shout* (DC 22), *wall of fire*, *wall of stone*

STATISTICS

Abilities Str 50, Dex 17, Con 36, Int 24, Wis 20, Cha 26

Feats Alertness, Blind-Fight, Cleave, Clinging Breath, Flyby Attack, Great Cleave, Hover, Improved Initiative, Improved Sunder, Power Attack, Quicken Breath, Snatch, Weapon Focus (bite, claw), Wingover

Skills Bluff +10, Concentration +58, Diplomacy +53, Escape Artist +48, Intimidate +53, Jump +32, Knowledge (arcana) +52, Knowledge (geography) +12, Knowledge (history) +9, Knowledge (local) +50, Knowledge (the planes) +52, Listen +52, Search +52, Sense Motive +48, Spellcraft +29, Spot +52, Use Magic Device +53

SPECIAL ABILITIES

Breath Weapon (Su): A pyroclastic dragon has two types of breath weapons, a 70ft. long cone of superheated ash accompanied by crushing waves of sonic force (dealing half fire damage and half sonic damage, Reflex save DC 40) or a 140ft. line of disintegration. Creatures within the area of the line must make a successful Fortitude save DC 40 or crumble to ash. (Creatures that successfully save do not take any damage.)

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+30 points of bludgeoning damage, and must succeed on a DC 40 Reflex save or be pinned; grapple bonus +77.

Frightful Presence (Ex): 270-ft. radius, HD 30 or less, Will DC 35 negates.

Snatch (Ex): Grapple bonus +77; claw against creature of Large or smaller for 2d8+20/round, bite against Huge or smaller for 4d8+20/round, or 8d6+40 if the dragon does not move; snatched creature can be flung 90ft. for 9d6 points of damage.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Small or smaller opponents take 2d8+28 points of bludgeoning damage, Reflex DC 40 half.

TACTICS

Before Combat Diabulopyrus uses his wand of *protection from elements* to bolster his defense against cold magic.

During Combat As soon as the PCs are in range, Diabulopyrus unleashes his full arsenal starting with his fear aura and a snatch attack to any rogue or melee classl in range. In the same round, he spews forth a quickened superheated ash breath weapon in the direction of any divine spellcasters. On the following rounds, he again attempts to snatch up any enemy fighters or rogues in range depositing them into the lava, while using his breath weapons on softer targets.

Morale If combat starts to go foul, Diabulopyrus uses *power word stun* on any arcane spellcasters and withdraws to the upper part of the gorge to use his potion of *cure serious wounds*. Diabulopyrus has no means of escape from this gorge and fights to the death.

C2. Deep Chasm

The lava canal drops sharply here, plunging into a chasm of darkness. Far below there is nothing to see. The seafloor has completely disappeared even though water still falls on either side of the causeway and plummets into the darkness. Only the faint wail of a chilly wind wells up from the bottomless void. Incredibly, the causeway stones level off and continue forward, suspended in mid-air.

The chasm is indeed bottomless, at least on the Material plane. Anyone who falls or drops down the chasm will eventually enter the Abyss or the Nine Hells (50% chance for each.)

C3. Mists of Alternate Realities (EL Varies)

As the causeway thins, the humidity within the air condenses into a wispy sickening olive-green fog that fills the entirety of the tunnel.

The fog obscures all sight (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment, so attacks by or against them have a 20% chance of missing.

The fiendish vapor is more concentrated and deadly in this area. This is a complex encounter and will require some preparation by the DM. Before the party reaches this encounter, be sure to have the stats of each character recorded and available.

The mist creates a powerful reality distortion on anyone in the area. After 100ft. the mist seems to clear away, revealing a number of fiends (determined by the DM) equal to the number of party members. Thus, four adventurers would be confronted by four fiends. These "fiends" are actually the player characters, but each player character will see them as demons or devils attacking the party. The mist distorts each PC's view of reality, switching his/her companions to appear as horrific fiends and creating duplicate companions that appear and behave accordingly. Each PC is trapped in this reality distortion. If they engage the fiends in combat, they are actually fighting each other. Assign a fiend to each party member, only a player character does not fight a fiend version of him/herself. Each PC will be attacking a companion and if the companion is injured, will sustain real damage and believe a fiend inflicted the damage. If that companion retaliates, he/she attacks the PC who caused the injury.

Conduct a battle of the party fighting each other, secretly keeping track of their rolls, who is fighting who and if anyone is injured or killed. This is not an illusion, so characters cannot disbelieve with a Will save and immunities to mind-affecting magic will not provide protection from the mist. Detection spells of any kind will not reveal anything out of the ordinary, functioning as though this is a real encounter. Treat this like a real encounter in all respects.

DEVELOPMENT

There are a few ways to escape the reality distortion. If none of the PCs attack the "fiends", they evaporate along with the duplicates after 12 rounds, revealing the true PCs. The fiends will appear threatening (the DM should make fake attack rolls) but never do any real damage, since all the damage to the party is inflicted on themselves. Also, destroying a

duplicate PC causes the corresponding PC to no longer appear as a fiend. There is a clue to suggest this: after 3 rounds of combat, each member of the party is allowed a Spot check (DC40) to notice a "companion" is leaking wispy trails of green mist from his/her body(a residue as the distortion slowly begins to dissipate.)If a duplicate is attacked, it has AC 20, 20hp and evaporates when destroyed.

Once the duplicates are destroyed or 12 rounds pass, the reality distortion ends and the mist disperses.

Ad-Hoc XP: The Encounter Level of the mist area is the average level of the party.

C4. Nexus Point

Halfway through the causeway is a great stone disk, about 10ft. in diameter and 2ft. thick, standing on edge. Inscribed in the disk is a smaller circle, about 8ft. in diameter. Bizarre runes and glyphs surround the circumference of the inner circle.

This ancient monument was built ages ago by the troglodyte civilization and certain fiendish powers. It served as a nexus to the island edifice so that the sacrificed souls were fed directly into the causeway. It is also the only way to access the edifice since Heironeous has hidden it from the outside world. If the disk is activated, it will create an opening that will allow those who pass through to locate the edifice once they're on the isle.

DEVELOPMENT

The runes must be deciphered and spoken in order to open the disk. It is an archaic dual-language of Infernal and Abyssal, a written variation of the Dark Speech. Anyone with the Dark Speech or Polyglot feat can safely read these runes; a Decipher Script check (DC 40) will also succeed. Read magic, comprehend languages and similar magic will also work, but with risks. If read and spoken this way, the speaker suffers 1d4 points of charisma damage and every other creature within a 30ft. radius must attempt a Will save (DC 10 + ½ the speaker's character level + the speaker's charisma modifier) or be filled with loathing for the speaker. Unlike normal Dark Speech, this does not instantly kill those who attempt but cannot speak it. Once uttered, the inner circle in the disk turns into an open black void – the nexus to the edifice. Those who step through the void come out on the other side of the disk as though nothing happened, but only those who have stepped through will be able to see the edifice on the isle. To all others, it simply won't be there.

C5. Fiendish Portal (EL25)

A sudden trembling stirs the causeway. Geysers of lava erupt through the floor and spray 20ft. tall columns of molten rock into the air. A thunderous shockwave blasts out in all directions, and at its point of origin a portal opens in the very fabric of reality.

When the Dark Speech in C4 was uttered, it attracted the attention of Ka'bahl, a powerful balor and sworn enemy of the Unnameable Hierarch. His agents on the Prime Material also learned of the trapped god on the isle (through the Hierarchs leaked information) and quickly delivered the message to Ka'bahl. The balor knows the soul of a paladin-demigod would surely please his master, Pazuzu, and now stakes an unholy claim to it. He is also aware of the PCs involvement and seeks to eliminate them. By activating the nexus-disk, they inadvertently opened a fiendish portal in the causeway to the abyss, allowing Ka'bahl and his demonic company through.

Ka'bahl CR 24

Male balor demon fighter 4

Monster Manual 40

CE Large Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

Init +13; **Senses** darkvision 60ft., true seeing; Listen +44, Spot +44

Aura flaming body (6d6 fire damage)

Languages Abyssal, Celestial, Common, Draconic, Flan, Giant, Goblin, Ignan, Infernal, Olman, Orc, Slaad, Undercommon telepathy 100ft.

DEFENSE

AC 42, touch 18, flat-footed 33

hp 453 (24 HD) fast healing 3 **D R** 15/ cold iron and good

Immune electricity, fire, poison

Resist acid and cold 10; **SR** 32

Fort +28 **Ref** +23 **Will** +23 evasion

OFFENSE

Spd 40ft., fly 90ft. (good)

Melee *+5 vorpal longsword* +37/+32/+27/+22 (2d6+20, crit 17-20/ x2) and *+5 keen flaming burst unholy whip* +37/32 (1d4+12 + 1d6 fire + 2d6 unholy, crit 19-20/ x2) or 2 slam +36 (1d10+15, crit 20/ x2)

Space 10ft. **Reach** 10 ft. (20 ft. with +1 flaming whip)

Base Atk +20; **Grp** +37

Atk Options entangle, vorpal sword, Cleave,

Special Atks summon tanar'ri

Combat Gear potion of *haste* (CL 5)

Spell-like Abilities (CL 20th; +29 ranged touch)

At will— *blasphemy* (DC 27), *dominate monster* (DC 29), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 27), *power word stun*, *telekinesis* (DC 25), *unholy aura* (DC 28)

3/ day – quickened corrupt *fire storm* [10d6 fire, 10d6 evil damage] (DC 28)

1/day— *implosion* (DC 29

ABILITIES

Abilities Str 41, Dex 29, Con 38, Int 27, Wis 28, Cha 31

SQ unused class abilities

Feats Cleave, Corrupt Spell-Like Ability (*fire storm*), Dark Speech, Fast Healing[E], Great Cleave, Greater Two-Weapon Fighting, Improved Critical (longsword), Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (*fire storm*), Two-Weapon Fighting

Skills Bluff +37, Climb +30, Concentration +41, Diplomacy +34, Disguise +30, Hide +26, Intimidate +39, Jump +36, Knowledge (arcana) +28, Knowledge (geography) +9, Knowledge (History) +13, Knowledge (religion) +28, Knowledge (the planes) +28, Listen +44, Move Silently +29, Search +28, Sense Motive +29, Speak Language +2, Spellcraft +30, Spot +44, Survival +22, Swim +20, Tumble +23, Use

Magic Device +30

Possessions combat gear, *+5 vorpal longsword, +5 keen flaming burst unholy whip, amulet of proof against detection and location, bracers of armor +5, ring of evasion*

SPECIAL ABILITIES

Death Throes (Ex): When killed, Ka'bahl explodes in a blinding flash of light that deals 100 points of damage to anything within 100ft. (Reflex DC 34 for half). This explosion automatically destroys any weapons that Ka'bahl holds. The save DC is Constitution-based.

Entangle (Ex): Ka'bahl's *flaming whip* entangles foes much like an attack with a net. The whip has 25 hit points. The whip needs no folding. If it hits, the target and Ka'bahl immediately make opposed Strength checks; if Ka'bahl wins, he drags the target against its flaming body (see below). The target remains anchored against Ka'bahl's body until it escapes the whip.

Flaming Body (Su): Ka'bahl's body is wreathed in flame. Anyone grappling Ka'bahl takes 6d6 points of fire damage each round.

Summon Tanar'ri (Sp): Once per day, Ka'bahl can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

True Seeing (Su): Ka'bahl have a continuous *true seeing* ability, as the spell (CL 20th).

Vorpal Sword (Su): Ka'bahl carries a *vorpal longsword* that looks like a flame or a bolt of lightning.

Harpy Archers (4) CR 14

Female half-fiend harpy fighter 7

Monster Manual 147,150

CE Medium-Sized Outsider (Monstrous Humanoid)

Init +11; **Senses** darkvision 60ft.; Spot +5, Listen +7

Languages Abyssal, Common

DEFENSE

AC 26, touch 17, flat-footed 20

hp 120 each (14 HD) **DR** 10/ magic

Immune poison

Resist acid 10, cold 10 and fire 10; **SR** 24

Fort +12 **Ref** +16 **Will** +11

OFFENSE

Spd 20ft.; fly 80ft. (average)

Melee 2 claws +17 (1d3+3, crit 19-20/ x2)

Ranged *+1 frost composite longbow* (+3 strength bonus) +24/+19/+14 (1d8+6 plus 1d6 cold /crit 19-20/ x3)

Base Atk +14; **Grp** +15

Atk Options Manyshot, Point Blank Shot, Rapid Shot

Special Atks smite good (+14 damage 1/day)

Combat Gear 2 *+1 greater slaying arrows* (1 human, 1 elf), 10 cold iron arrows, 10 silvered arrows, 5 *+2 arrows*, potion of *cure moderate wounds*, potion of *cat's grace*, potion of *invisibility*

Spell-like Abilities (CL 14th; +21 ranged touch, +14 vs. SR)

3/day - *darkness, unholy aura* (DC 23), *poison* (DC 19)

1/day – *blasphemy* (DC 22), *contagion* (DC 19), *desecrate*, *unholy blight* (DC 19)

ABILITIES

Abilities Str 16, Dex 24, Con 16 Int 8, Wis 11, Cha 21

Feats Alertness, Improved Critical (composite longbow), Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Bluff +12, Intimidate +6, Listen +7, Perform (oratory) +11, Spot +5

Possessions combat gear, *+3 studded leather, +1 frost composite longbow* (+3 strength bonus*), lesser bracers of archery, cloak of resistance +2, ring of protection +1*

SPECIAL ABILITIES

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 22 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

TACTICS

Before Combat The harpies drink their potions of *cat's grace* and *invisibility*. Ka'bahl casts *unholy aura* and take to the air attempting to keep some distance between him and the PCs.

During Combat Immediately as the fighting starts the harpies take to the air and snipe the party's spellcasters (using a *slaying arrow* if suitable). Ka'bahl starts off the first round casting a quickened corrupt *fire storm* and a *blasphemy* to start things off followed by *telekinesis* on any incoming melee classes. Ka'bahl casts *implosion* before entering melee, at which time he makes a tumbling dive into the PCs.

Morale If the fight is not going in their favor the harpies attempt to aid one another singing in concert, increasing the DC on their captivating song to 28. Ka'bahl uses *dominate person* on an enemy rogue or fighter only if he is pressed in melee combat and below one-half hit points. Ka'bahl and the harpies all fight to the death.

C6. Island Cascade

The path ascends to the underside of the remote Isle of Cursed Souls. Sharp crags and sheer cliffs tower ominously over the causeway and the roar of the waterfalls is deafening. High above, an angry sea crashes hopelessly against the unrelenting, jagged island reef. Water sprays down narrow gullies and cascades off a protruding ledge that looms over the causeway like a gaping maw. Ahead, the causeway disappears behind the island falls into a dark cave.

This is where the Causeway of Fiends connects to the Isle of Cursed Souls. The party can proceed into the cave where several tunnels will lead up to the island surface, or they may want to fly or climb up from the outside (Climb DC 25). Both routes are viable

but both have perils, detailed in Part 2

CHAPTER TWO: THE ISLE OF CURSED SOULS

There are several ways to access the isle: the cave entrance at the end of the causeway, traversing the landscape, or simply flying/teleporting to the island interior. The first option avoids the unearthly fog (see below) but contains other hazards, while the latter is probably the easiest but exposes the characters to the fog. The second option is easily the most difficult and dangerous, pitting the PCs against the isle's deadly elements and undead inhabitants. Good clerics and death ward will prove invaluable to a party here. Note: unless the PCs have passed through the Nexus Point (area 4 of the causeway), they will not find the island edifice. It has been hidden from the world by Heironeous and cannot be located by any means except by stepping through the nexus of the stone disk. Otherwise, it is simply an empty space.

FEATURES OF THE ISLE

The isle is fairly small, about 12 miles long and 8 miles wide. The exterior of the isle is a steep wall of jagged bluffs and razor-sharp rocks that reach a height of 1000ft. above sea level. Two miles inwards the landscape levels off into a flat plain of hard-packed earth. Obviously, life is non-existent on the isle. It is a barren rock that radiates strong necromancy and evil magic.
The following features are consistent throughout the island:

Unhallowed Aura: Because of the isle's magical connection with the causeway, an *unhallow* aura covers the isle.

Unearthly Fog: This acts like a permanent *fog cloud* spell that slowly sucks the life from living creatures. Every day spent on the isle drains 1d4 character levels/hit dice from living creatures.

Soul Curse: If a character dies on the island, the soul is immediately trapped on it. The character may be resurrected, but the dead PC must make a Will save (DC 38) in order for the soul to escape the isle and find its way back to the character's body. Multiple raise dead attempts can be made, but if the deceased is not raised in 1d4 days, his soul and body fade away, forever cursed to the isle. All memory of the dead character is gone as though he/she never existed.

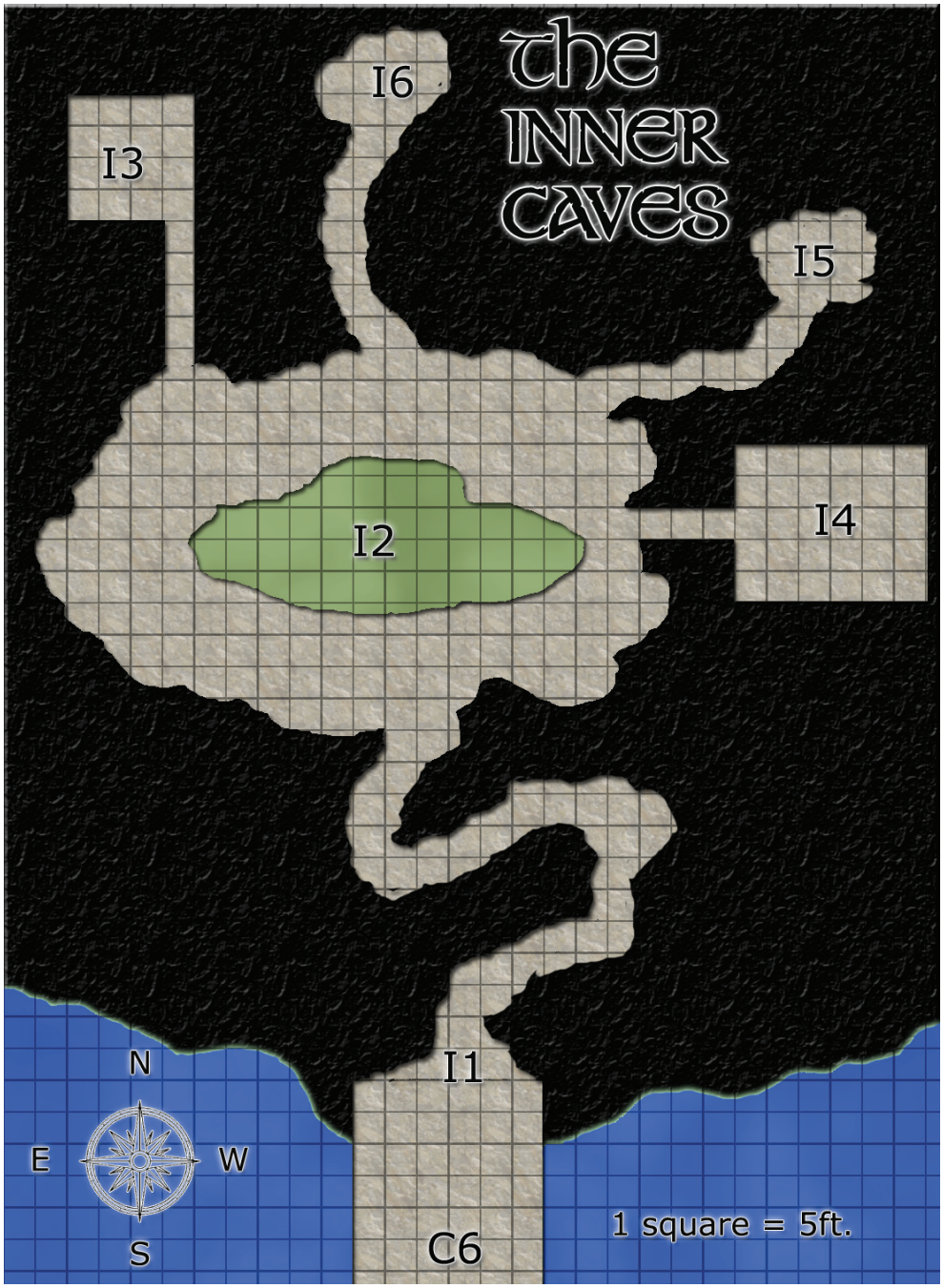
Scrying: When Heironeous sealed the atropal and the Ur-Flannae in the edifice, he hid it and all knowledge of the events that transpired from the outside world. Thus, all information-gathering magic regarding the isle or Ukriel reveals nothing (except what they have already learned).

The Inner Caves

I1. Cave Entrance

Behind the waterfall lies the entrance to a dark cave, roughly 8ft. high and 6ft. wide. Murky water pools inside the cave mouth, where the bones of various beasts are heaped in small piles.

A narrow tunnel winds for 100ft. to the inner cavern. There is no illumination in this tunnel or the rest of the caves. The water is only 6in.-deep and the bones are of various humanoid races.



I2. Putrid Chamber (EL 25)

The passage opens into a large natural cavern, where the floor drops 40ft. below into a filthy cesspool that reeks of decay. Countless bone fragments and broken skulls floating in the stagnant mire attest to the source of the rot that drowns the entire cavern floor. Long stalagmites point to the ceiling 20ft. above, from which hangs dozens of slime-covered stalactites. Across the chamber, about 70 feet away, are three other tunnels. Crumbling stone steps descend from each tunnel into the chamber below.

In ages past, the troglodytes used this place to indulge the fiends of the causeway in perverse acts of debauchery. Corpses and half-dead undesirables were left here to rot, eventually forming a pile of carrion nearly as high as the ceiling. As the centuries passed, the bodies decomposed and liquefied, giving birth to its current inhabitant.

The cesspool is actually an advanced bone ooze that has mutated over time, inheriting the qualities of flux slime (*Epic Level Handbook* 107) However, it does not cause the temporary 2d6 constitution damage that normal flux slime inflicts. If creatures approach within 20ft. distance, it attacks.

Advanced Bone Ooze Flux Slime CR 25

Monster Manual II 36, *Epic Level handbook* 107

N Colossal Ooze

Init -5; **Senses** blindsight 60ft.; Listen +0, Spot +0

Aura antimagic 60ft.-radius

Languages none

DEFENSE

AC 2, touch 1, flat-footed 1

hp 528 (32 HD)

Immune ooze traits

Resist -; **SR** 32

Fort +17 **Ref** +1 **Will** +1

OFFENSE

Spd 20ft.

Melee 2 slams +36 (4d6+19 plus ability drain plus wounding)

Space 20ft. **Reach15** ft.

Base Atk +24; **Grp** +59

Special Atks bone meld, engulf, magic drain

ABILITIES

Abilities Str 48 Dex 1, Con 32, Int -, Wis 1, Cha 1

SPECIAL ABILITIES

Ability Drain(Ex): A successful slam attack deals 1d6 points of Strength, Dexterity, and Constitution drain (x2 on a critical), and heals the ooze 5 hp, 10 on a critical.)

Anti-magic Aura (Su): As the *anti-magic field* spell, in a 60ft.-radius.

Bone Meld (Ex): Once per round, a bone ooze can attempt to absorb the skeleton of an absorbed creature. Victim must make a Fortitude save (DC37) or die.

Engulf (Ex): A bone ooze may attempt to engulf Huge or smaller creatures. Targets may make an attack of opportunity, or a Reflex save (DC 21) to avoid the attack. Creatures engulfed are considered grappled and take automatic slam, ability drain and wounding damage each round. On the following round, the bone ooze may attempt a bone meld attack.

Magic Drain (Su): Any magic items that come into contact with the bone ooze permanently lose their magical abilities.

DEVELOPMENT

In the floor beneath the bone ooze is a secret passage that leads to area 4. It can be found with a Search check (DC 30).

I3. Burial Crypt

This stone-worked, 20ft. square chamber has several rows of burial niches in the walls. There are at least two dozen niches; each one containing the shriveled remnants of some humanoid race. The floor is littered with innumerable shards of broken ceramic vessels.

This chamber was used as a burial site for the more prominent members of the troglodyte tribe: the priests, sub-chiefs, and various tribal leaders were interred here and placed in the niches. There are thirty niches in the room. The bodies crumble upon being touched, but PCs who examine them can identify the race with a Knowledge (local) check (DC 15). A further Knowledge (religion) check (DC 25) reveals that these bodies had their blood drained at their time of death, a common ritual practiced by the tribe. The blood was then collected in ceramic vessels and used in various ceremonies.

I4. Chieftain's Tomb EL 8

A narrow tunnel leads to a rough-hewn archway that opens into a circular cavern. In the center of the room is a raised stone dais upon which rests a shriveled humanoid corpse in tattered wrappings. At the foot of the dais are two more withered bodies.

The last chieftain of the troglodyte tribe was buried here by his most loyal servants, shortly before the tribe killed each other. A long-standing tradition was for a dying chieftain to pass his sword to the next as a symbol of leadership. Consumed with paranoia and greed, the last chieftain ordered that he be entombed with his possessions and the site protected with symbols of death. Shortly thereafter, two tribal priests breached the tomb to claim his weapon and were slain by the symbols.

TREASURE

The dead creature on the dais is not the chieftain; only a servant who was placed here to mislead would-be thieves. The chieftain (and his gear) are within the dais, protected on all sides by a *symbol of death*. A Search check (DC 35) locates the hidden lid to open the dais, where the real body of the chieftain lies. With his remains is a suit of *demon armor* (Dungeon Master's Guide 220) and a *+5 souldrinker* (Epic Level Handbook 134), granted to the tribe by the fiends of the causeway.

I5. Collapsed Tunnel

The tunnel comes to a dead end, blocked by tons of rubble.

This passage used to lead to the main caves of the troglodytes, but has since collapsed from the nightwalkers that roam the isle.

I6. Wormhole Tunnels EL 21

This passage has collapsed, halting further ingress. Instead, a round shaft 10ft. in diameter opens in the ceiling and continues through the floor below.

The original tunnel led to the main caves of the troglodytes. These caves have been completely destroyed by the nightwalkers that have burrowed through the isle, leaving a winding "'swiss cheese" network of tunnels in their wake. The nightwalkers have been drawn here by the presence of the atropal and roam the vicinity around the edifice. Thus, characters who follow the wormholes will eventually reach the surface and the edifice nearby. It takes 11-20 hours to reach the surface on foot, with a 1 in 6 chance every 4 hours of encountering a single nightwalker. If the nightwalker is encountered it will attack. The Nightwalker will only retreat if seriously injured, and will be later encountered at the site of the edifice.

Ancient Nightwalker CR 21

Advanced elite evolved undead nightwalker nightshade
Libris Mortis 99*, Monster Manual* 196
CE Huge Undead (Extraplanar)
Init +8; **Senses** darkvision 60ft.; Listen +35, Spot +35
Aura desecrate (20ft.)
Languages Abyssal, Aquan, Auran, Draconic, Flan, Infernal, Undercommon telepathy 100ft.

DEFENSE

AC 35, touch 12, flat-footed 31
hp 418 (31 HD) fast healing 3 **D R** 15/ magic and silver
Immune cold, undead traits
Resist -; **SR** 29
Fort +12 **Ref** +14 **Will** +22

OFFENSE

Spd 40ft., fly 20ft. (poor)
Melee 2 Slam +29 (2d6+16, crit 20/ x2)
Space 15ft. **Reach** 15ft.
Base Atk +29; **Grp** +53
Atk Options Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Improved Bull Rush, Improved Disarm, Improved Overrun, Power Attack
Special Atks evil gaze (DC 32), crush item (DC 41),
Spell-Like Abilities (CL 21)
At will- *contagion* (DC 21), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility, unholy blight* (DC 21)
3/day- *confusion* (DC 21), *hold monster* (DC 22), *invisibility*
1/day- *cloudkill* (DC 22), *cone of cold* (DC 22), *finger of death* (DC 23), *plane shift* (DC 23)

ABILITIES

Abilities Str 42, Dex 18, Con -, Int 23, Wis 20, Cha 25
SQ aversion to daylight
Feats Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Overrun, Power Attack, Quicken Spell-Like Ability (unholy blight)
Skills Balance +11, Concentration +34, Hide +30, Jump +27, Knowledge (arcana) +40, Knowledge (history) +8, Knowledge (the planes) +40, Listen +35, Move Silently +38, Search +30, Sense Motive +30, Speak Language +1, Spellcraft +35, Spot +35, Tumble +11

SPECIAL ABILITIES

Aversion to Daylight (Ex): Nightshades are creatures of utter darkness. While they loathe all light, if exposed to natural daylight (not merely a *daylight* spell), they suffer a -4 morale penalty to all attack rolls.
Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 41 Fortitude save to resist destruction. The save DC is Strength-based.
Evil Gaze (Su): Any creature within 30ft. that meets the nightwalker's gaze must succeed on a DC 32 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.
Summon Undead (Su): A nightwalker can summon undead creatures once per night: 7-12 shadows, 2-5 greater shadows, or 1-2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

TACTICS

Before Combat Prior to combat the nightwalker casts invisibility, *see invisibility* and *haste*.
During Combat Each round after the PCs enter the room, the nightwalkers employ a quickened *unholy blight*. On the first round, it uses its gaze attack then wades into combat using its crush item, Awesome Blow, or Improved Overrun abilities to scatter and disarm any melee threats.
Morale These nightwalkers fight to the death, as they know their spirits travel back to their plane of origin once they fall.

Island Surface EL 23

Along with the hazardous features of the isle, numerous incorporeal undead also linger here forever bound to roam this desolate land. These include specters, wraiths, ghosts and many others.

Although most of them pose no real threat to a party of this level, the PCs will see them frequently if they choose to explore the surface of the isle. Should the PCs wander for more than a day, a brood of 4 deathshriekers attacks them.

Deathshrieker Brood (4) CR 19

Advanced deathshrieker
Monster Manual III 32
CE Medium Undead (Incorporeal)
Init +12; **Senses** darkvision 60ft.; Listen +18, Spot +15
Aura despair (DC 27)
Languages Common, Infernal

DEFENSE

AC 34, touch 34, flat-footed 26
dodge
hp 187 each (18 HD, or 151 if *desecrate* is suppressed)
Immune incorporeal undead traits
Fort +12 **Ref** +20 **Will** +20 +2 profane bonus

OFFENSE

Spd fly 40ft. (good)
Melee incorporeal touch +22 melee (1d4+2 Cha drain, crit 20/ x2)

Base Atk +12; **Grp** -
Atk Options Combat Reflexes
Special Atks death rattle (DC 27), scream of the dying (DC 29)

ABILITIES

Abilities Str -, Dex 27, Con -, Int 8, Wis 14, Cha 20
SQ +10 turn resistance, death's grace, silence vulnerability
Feats Ability Focus (scream of the dying), Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Skills Hide +23, Intimidate +22, Listen +22, Search +18, Spot +15

SPECIAL ABILITIES

Charisma Drain (Su): An individual struck by a deathshrieker must make a DC 27 Fortitude save or permanently lose 1d4 points of Charisma (2d4 points on a critical hit). The deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma-based.
Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a DC 27 Will save or gain 1d4 negative levels. Creatures that cannot hear or are under the effect of a silence spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma-based.
Death's Grace (Ex): A deathshrieker gains a +1 profane bonus to AC for every 3 Hit Dice it possesses.
Desecration Effects: This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a -6 profane penalty and every undead creature entering a desecrated area gains a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD for undead in the area).
Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed on a DC 24 will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's despair ability for 24 hours. The save DC is Charisma-based.
Scream of the Dying (Su): Once per day, as a full-round action, a deathshrieker can release a soul-numbing scream that lasts for up to 3 rounds. After this first round, a deathshrieker can use a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker, or within a 60-foot cone extending from the deathshrieker, at the creature's option. Once the deathshrieker chooses the shape of this effect, it must maintain that effect for all three rounds. In the case of a cone, it can aim in a single direction during its turn. Creatures caught in this area must make a DC 29 Will save or suffer the effects described below. The save DC is Charisma-based. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on their will saves. The effects are cumulative and concurrent:

Round 1: The creature is deafened for 1d4 rounds.

Round 2: The creature is stunned for 1d3 rounds.

Round 3: The creature suffers the effects of *insanity*, as the spell cast by an 18th-level sorcerer.

This effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a DC 26 Concentration check or the spell is negated.

Silence Vulnerability (Ex): Deathshriekers cannot abide silence and are harmed by it. To even enter into the radius of a silence spell, a deathshrieker must make a Will save (DC 12 + caster level). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

TACTICS

Before Combat After detecting the PCs aura or spotting the decreasing numbers on the island, the deathshrieker brood flies into the area strafing the PCs to make use of their despair ability.
During Combat On the first round, two of the deathshriekers employ their scream of the dying ability, while the other two strafe the PCs using their charisma drain attack. On the following round, the other two use their scream of the dying ability and the other two strafe the PCs.
Morale If cornered the deathshriekers fight to the death concentrating their attacks on one PC at a time until they drop. If reduced to less than one-fourth their hit points or if they encounter a cleric of Pelor or Heironeous they immediately flee if the cleric or paladin attempt to turn them.

DEVELOPMENT

Hopefully, the players will realize there is nothing to gain from exploring the isle and will move on to the edifice. If not, there is no shortage of undead on the isle that the DM can send their way. However, they will not encounter another group of banshees.

I7. Site of the Edifice EL 25/27

Located at the northernmost tip of the isle, on the highest plateau, the edifice looks out towards Grendep Bay. It has decayed significantly over time but is imposing nonetheless. Tiered steps lead 75ft. up to a raised, circular platform 40ft. in diameter. Upon the platform, spaced evenly apart, are two heavy stone columns that stand approximately 10ft. high. Between the columns is a large obsidian block that prominently sits in the center of the platform. Faded runes and hieroglyphics cover the block from top to bottom.

As the party approaches the edifice, four ancient nightwalkers erupt from the ground and attack them. If the party has killed a nightwalker from the previous encounter, there will only be three here.

Magically-treated Obsidian Stone Block
10ft.-thick magically-treated obsidian stone
hp 1,080 **hardness** #16
Break DC 70
NOTE: warded against disintegrate and any other Earth-based spell.

This was the site of ritual sacrifice for the troglodytes and the focal point the three Ur-Flan necromancers used

to steal Ukriel's divine spark. They are now sealed in an extra dimensional space beneath the obsidian block but it is impossible to move or bypass. When Heironeous sealed and hid the edifice, he left a secret way into it so that non-evil mortals might one day restore the divine spark and return it to him. While the seals are in place, evil and extraplanar beings cannot enter the edifice - even once the secret way is opened. The secret way lies concealed in the runes and hieroglyphics on the obsidian block. These runes are similar to those found at area C4. The Nexus Point, and are a written variation of the Dark Speech. Within these runes are another set of runes that may be seen with true seeing or a Search check (DC 40). It is a written variation of Words of Creation, a precursor to the Celestial tongue inscribed here by Heironeous himself. Characters with the Words of Creation or Polyglot feat can read these runes without incident. The runes may also be read by *read magic*, *comprehend languages* or a Decipher Script check (DC 40), but any who read them this way are placed under a powerful *geas* to return the divine spark to Heironeous once it's restored (no save). Once deciphered, the following verse is revealed:

"Untie the binds and make divine."

The formation of the letters must be touched in a certain order to open the way. If they are touched to spell the word "unite" (referring to the spark), the obsidian block will slowly move, revealing a narrow shaft that leads 30ft. to E1 (marked as "S" on The Edifice map). The entrance to the shaft remains open until a PC obtains the scepter from the occupant in area E1. As soon as this happens, the obsidian block moves back into its original position. No amount of magic or force will remove the block, only by fully restoring the divine spark will the party be able to leave the edifice. The formation of the letters also serves as a map of the edifice interior, indicating the order in which the seals must be broken.

Ancient Nightwalkers (3 or 4); hp 418 each; *See Area I6*

TACTICS

Before Combat The nightwalkers scatter throughout the room staying within reach of one another. Each nightwalker activates their *see invisibility* and *haste* powers. Then hide in the rooms deep shadows for an ambush.

During Combat Each round after the PCs enter the room, each of the nightwalkers employ a quickened *unholy blight*. On the first round, one uses its gaze attack and the others use *cone of cold* and *finger of death* on any spellcasters. On the following round, another uses its gaze attack and the others use *greater dispel magic* and *deeper darkness*. Should the PCs approach the nightwalkers, each makes use of its crush item, Awesome Blow, or Improved Overrun abilities to scatter and disarm any melee threats.

Morale The nightwalkers bound to this plane by the magic of the obsidian block, fight to the death.

CHAPTER THREE – THE EDIFICE

FEATURES OF THE EDIFICE

Walls/Floors: The edifice interior has reinforced masonry walls and smooth stone floors that are magically protected. They cannot be damaged, altered or breached in any way from either side. Unless otherwise stated, ceiling height in the edifice is 20ft.

Magic: Like the isle and the causeway, no form of scrying magic works in the edifice. Also, a permanent *dimensional lock* surrounds the entire edifice and cannot be dispelled by any means. This lock also prevents creatures being summoned into the edifice through such spells as summon monster or gate.

Visibility: The interior of the edifice is illuminated with *everburning torches* every 40ft.

Note: The unhallow, unearthly fog and soul curse effects of the isle do not apply inside the edifice.

Edifice Inhabitants: There are no random encounters in the edifice interior; it is a tightly sealed, magically protected prison. The occupants in the edifice (excluding the golem in E1) are all fully aware of their surroundings but are bound to individual cells, located at the end of a 150ft. long corridor (not indicated on The Edifice map). They cannot communicate with the outside world and have no contact with each other, but they are aware of each other's existence. Once the first fragment of the divine spark is recovered, the remaining prisoners will sense a change in its status. They will not know who or what is responsible for the change but will know the spark has been disturbed.

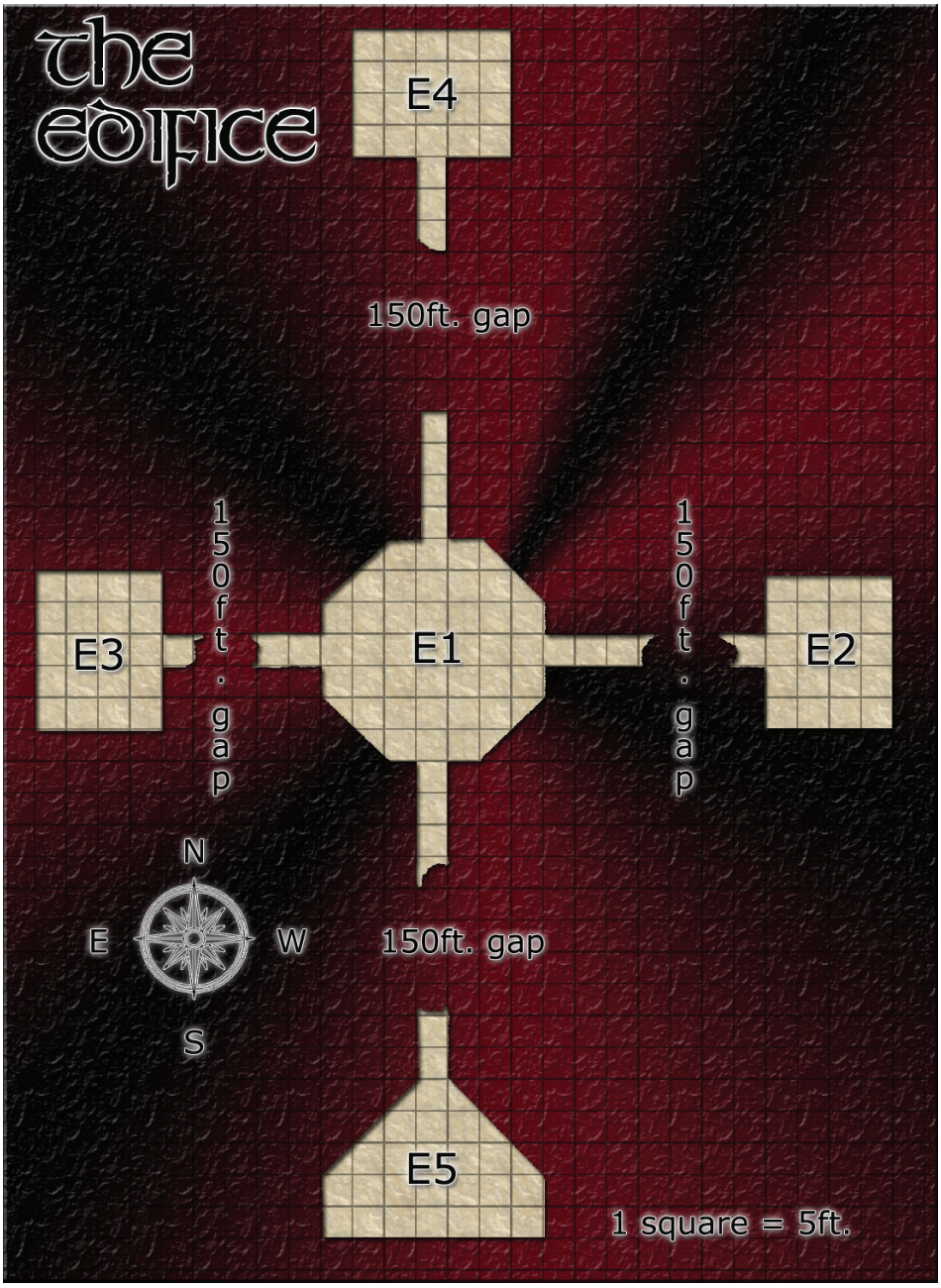
A word about the Ur-Flan prisoners: all of them covet the whole spark for themselves and know it was split four ways in the backlash. They hold no loyalty to each other and would rather see each other dead. Cunning PCs may be able to exploit this by negotiating alliances, but there are inherent risks. Two of the prisoners are implicitly evil and will turn on the party as soon as the opportunity arises; while the other is more trustworthy but still has an agenda. PCs will need to tread lightly when interacting with these high powered beings. Regardless, none of them know Ukriel's fate; only that he is sealed with the fourth fragment. Finally, each Ur-Flan prisoner possesses quasi-deity traits (detailed below) while they retain a fragment of the spark:

Quasi-deity traits: Immune to transmutation, energy drain, ability drain, ability damage, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 32; immortal.

E1. Inner Sanctum EL 25

The shaft descends into a blue-lit, octagonal shaped room of smooth, reinforced stonework. Four closed iron doors, each bearing one of the glyphs inscribed on the obsidian block above, line the north, south, east, and west walls. In the center of the chamber is a 20ft. tall polished steel statue of a man standing vigilantly on a 5ft. stone pedestal. The statue clutches a golden scepter with a faceted crystal tip and holds it aloft in frozen triumph.

The ceiling height of this chamber is 30ft. The four doors are the magical



seals placed by Heironeous and can only be removed by the scepter held by the golem (see Developments). If the seals are not properly removed, a trap is triggered on each of the doors.

Ruin Door Trap **CR 22**

Type magical

Search DC 38; **Disable Device** DC 51 or 38 if wards are dispelled

EFFECTS

Trigger touch; **Reset** automatic (after 1 minute); **Bypass** *erase* spell or Break DC 45

Effect maximized *greater ruin* (210 damage or Fort save 35 for half; CL 27)

Ward persistent *non-detection* and persistent *displacement*

The steel statue is an adamantine golem, placed here by Heironeous to guard the edifice from intruders and to weed out those not strong enough to restore the spark. It attacks any who try to attack it or take the scepter.

Adamantine Golem **CR 25**

Epic Level Handbook 194

N Huge Construct

Init -1; **Senses** low-light vision, darkvision 60ft.; Listen +0, Spot +0

Languages none

DEFENSE

AC 37, touch 7 flat-footed 37

hp 337 (54 HD) **DR** 20/ adamantine and epic

Immune construct traits, magic

Resist -; **SR** -

Fort +18 **Ref** +17 **Will** +18

OFFENSE

Spd 20ft.

Melee 2 slams +58 (6d10+20, crit 20/ x2)

Space 15ft. **Reach** 15ft.

Base Atk +40; **Grp** +68

Special Atks trample

ABILITIES

Abilities Str 51, Dex 9 Con - Int -, Wis 11, Cha 1

Skills Jump +14

SPECIAL ABILITIES

Magic Immunity (Ex): An adamantine golem is immune to all magical and supernatural effects.

Trample (Ex): As a standard action each round, an adamantine golem can trample opponents one size category smaller than itself for 8d10+30 points of damage. Opponents may take an attack of opportunity (at -4) or a Reflex save (DC57) to avoid.

TREASURE

The scepter held by the golem is an artifact called the Celestial Verge. It is a receptacle for the fragmented godlike energies of the spark and cannot be used anywhere else for any other reason until the spark is fully restored. Full details of the Celestial Verge are given in Appendix I.

DEVELOPMENT

When the golem is defeated, the scepter must be obtained to restore the divine spark. Although it has no power yet, the scepter is an artifact and those who hold it will instantly know its purpose. To safely proceed, the party must use the scepter to remove each of the seals and reclaim the fragments of the spark from their current possessors. A door will not open by any means until the seal on it is removed by touching the scepter to it in the same sequence as the glyphs on the obsidian block above. Once this is done, the spark fragment behind that seal has to be drawn safely into the scepter in order to proceed to the next sealed door. If this process is not carried out in proper sequence, or if the seals on the doors are tampered with in any other way, it triggers the trap on the door and remains sealed.

The 5ft. pedestal is a special altar to Heironeous that is meant to

receive the spark when it is restored. There is a cylindrical cavity on top of the altar. For the spark to be returned to Heironeous, the Celestial Verge, with all four fragments, must be placed inside the cavity. Placing the scepter without all four fragments in the cavity will have no effect but the PCs can still retrieve the scepter from the altar.

E2. Hall of Endless Eyes EL 24

A long, narrow corridor stretches far ahead into a pit of darkness. The stone walls of the hall are covered with bloodshot eyes of various shapes and sizes. Some are big, bulbous orbs the size of melons while others are tiny slits no larger than an insect. They stare and blink with a disturbing lunacy and a slight whimper echoes through the hall.

The long corridor leads 150ft. to the chamber of Dagath, one of the three Ur-Flan necromancers imprisoned in the edifice. The eyes on the walls are a physical manifestation of his nightmares, a residual effect of the divine backlash. They are harmless but can detect living creatures within their line of sight which relays back to Dagath. He does not actually see through the eyes so attacking them or casting blindness, etc. has no affect on him, although physical attacks on the eyes do cause them to bleed. There are literally thousands of eyes in this hall, covering every square inch of the walls.

By far the most cruel and sadistic of the three Ur-Flan, Dagath was devastated by the divine backlash and transformed into a paragon bodak. He now resides in his own hell, the eyes on the walls a constant reminder of his former life. Dagath lurks in the chamber at the end of the corridor and detects the party as soon as the door in E1 is opened. He has no intention of giving up his fragment of the divine spark willingly.

Dagath **CR 24**

Advanced elite paragon quasi-deity bodak

Monster Manual 28, *Epic Level Handbook* 208

CE Medium Undead (Extraplanar)

Init +15; **Senses** darkvision 60ft.; Listen +37, Spot +47

Languages Ancient Flan

DEFENSE

AC 58, touch 21, flat-footed 47
dodge, mobility

hp 455 (13 HD) fast healing 20 **D R** 10/epic and cold iron and 35/ magic

Immune quasi-deity and undead traits

Resist acid, cold, fire 10; **SR** 34

Fort +14 **Ref** +25 **Will** +27

OFFENSE

Spd 90ft.

Melee slam +40 (1d8+32, crit 20/ x2)

Base Atk +31; **Grp** +39

Atk Options Combat Reflexes

Special Atks death gaze (30ft., Fort save DC 30)

Combat Gear warped *robe of eyes* (allows Dagath to use his gaze attack 30ft. in every direction)

Spell-like Abilities (CL 15th)

(3/day)- *greater dispel magic, haste, see invisibility*

ABILITIES

Abilities Str 27, Dex 32, Con --, Int 25, Wis 29, Cha 32

SQ flashbacks, sunlight vulnerability, unholy toughness

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (slam)

Skills Balance +21, Bluff +21, Climb +18, Concentration +10, Diplomacy +21, Disguise +21, Escape Artist +21, Forgery +17, Gather Information +21, Heal +19, Hide +39, Intimidate +21, Jump +23, Listen +37, Move Silently +37, Ride +21, Search +27, Sense Motive +19, Spot +47

Possessions combat gear, *boots of striding and springing, cloak of poisonousness, ring of chameleon power, scarab of death*

SPECIAL ABILITIES

Death Gaze (Su): Death, range 30 feet, Fortitude negates DC 30. Humanoids that die from this attack are transformed into bodaks in one day.

Flashbacks (Ex): From time to time, a bodak sees something that reminds it of its almost-forgotten life. At the start of every encounter, there is a 5% chance that it notices something about an opponent (randomly determined, if more than one opponent is present) that causes it to recall its life. If this happens, the bodak takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.

Sunlight Vulnerability (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Unholy Toughness (Ex): Dagath gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice (already figured).

TACTICS

Before Combat When Dagath was transformed in the backlash, his robe of eyes was also warped in the magical chaos. It has all the properties of a typical *robe of eyes*, but also allows Dagath to use his gaze attack through it. He may also "close" the eyes of the robe so it appears as a normal robe. Therefore, when Dagath detects the PCs he dons the hood of his robe over his head to hide his face, closes the eyes on his robe and approaches the party, pleading with them to spare his life if he relinquishes the spark.

During Combat Should the PCs call his bluff, he tries to position himself so he affects as many of the party as possible with his gaze attack, relying on his magic items and innate traits for defense.

Morale Dagath has no means of escape and fights to the death to protect his fragment of the divine spark.

DEVELOPMENT

Once Dagath is dead, the PC carrying the Celestial Verge will feel it thrum. A scintillating, fist-sized ball of pure energy emerges from Dagath's corpse and is drawn to the scepter like a magnet. It cannot be affected by anything, magical or mundane. Those who touch the energy or are within 10ft. feet of it are automatically awed (no save): they will stare transfixed at the energy and can simply take no other action until it merges with the Celestial Verge. This takes three full rounds. Even if the verge is packed away or magically hidden, the energy will find it and merge with it. Once merged, one facet of the scepter will radiate a blue glow.

E3. Purulent Hall EL 26

The corridor behind this sealed door reeks of rotting carcasses and human waste. Blood and filth are splattered along the walls, and putrid bile coats the floor. Dotting the walls, floor and ceiling are small pustules of flesh nestled in piles of entrails.

As soon as the door is opened the PCs must make a successful Fortitude save (DC 20). Failure means the affected character is nauseated, or sickened on a successful save. This is the prison chamber of the Ur-Flan necromancer Kasha-Lom, a truly vile creature who has only become more loathsome since the divine backlash. The balls of flesh are her skulking cyst (Libris Mortis 120) "offspring" which she has an empathic link with and will sense intruders in the corridor. There are 22 cysts in the corridor and another 67 in her chamber, feeding off of each other.

Kasha-Lom inherited the pseudonatural template from the backlash, which added to her hideous appearance and augmented her power. Wretched to the core, there is no act too perverse or debased for her depraved pleasure. During the backlash, Kasha-Lom's mother cyst mutated physically and supernaturally with her body. Her lower extremities melded with the cyst into a giant eggsac, giving her the ability to spawn skulking cysts. When the party first sees Kasha-Lom, she is in her normal form: that of a hideous crone with five disproportionately long tentacles for arms and a fleshy, fluidic bag for legs. She moves very unnaturally, pulling herself forward with her tentacle arms while dragging her eggsac behind. Should party members try to parley she'll play along, bluffing so she may get closer to them. In the end, however, her bloodlust will get the better of her and she'll attack.

At the time of the event several spells were made permanent by the backlash and all the items she carried melded into her new form.

Kasha-Lom **CR 25**

Female pseudonatural human wizard 13 / pale master 10

Epic Level Handbook 211, *Libris Mortis* 49

NE Medium Outsider

Init +9; **Senses** *arcane sight*, darkvision 60ft., *see invisibility*; Listen +12, Spot +7

Languages Abyssal, Common, Elven, Infernal, Undercommon

DEFENSE

AC 52, touch 17, flat-footed 45

hp 283 (23 HD); **DR** 10/ adamantine and magic

Immune quasi-deity traits, undead traits

Resist acid and electricity 15; **SR** 33

Fort +19 **Ref** +12 **Will** +17 + 4 bonus on Fortitude saves, except against effects that also work on objects

OFFENSE

Spd 20ft.

Melee tentacle slap +20 (1d6+10, crit 20/ x2) or
deathless master's touch +20 (death, Fort save DC 22 negates) or
degenerative touch +20 (1 negative level) or
destructive touch +20 (1d6 Con drain) or
paralyzing touch +20 (paralysis, Fort save DC 22 negates)
weakening touch +20 (1d6 Str)

Space 5ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +20

Atk Options alternate form

Special Atks animate dead, control undead, necrotic spawn burst,

Combat Gear scroll of *imprisonment* (CL 17)

Spells Prepared (CL 22nd; +15 ranged touch, +22 vs. SR)
10th – persistent *stoneskin*, stilled *energy drain* (DC 32)
9th – persistent stilled *cat's grace*, *prismatic sphere*, *time stop*, *wail of the banshee* (DC 32)
8th – *avascular mass* [L] (DC 31), *horrid wilting* (DC 31), *maze*, stilled *avasculate* [L] (DC 30), stilled *waves of exhaustion*,
7th – *banishment* (DC 28), *chain of sorrow* [H] (DC 30), *finger of death* (DC 30), greater *arcane sight*, stilled *greater dispel magic*, *waves of exhaustion*,
6th – *contingency* [*greater dispel magic*], *eyebite* (DC 29), *greater dispel magic*, stilled *cloudkill* (DC 26), stilled *magic jar* (DC 28), *true seeing*
5th – *break enchantment*, *cloudkill* (DC 26), stilled *enervation*, stilled *evard's black tentacles*, *symbol of pain* (DC 28), *waves of fatigue*
4th – *contagion* (DC 27), extended *haste*, *fear* (DC 27), *phantasmal killer* (DC 25), stilled *displacement*, stilled *fireball* (DC 24), stilled *lightning bolt* (DC 24), stilled *protection from energy*, stilled *vampiric touch*
3rd – *dispel magic*, extended *false life*, extended *resist energy*, *halt undead* (DC 26), *ray of exhaustion*, stilled spectral hand, *tongues*
2nd – *disguise self* x2 (DC 23), extended *protection from evil*, *mirror image*, stilled *magic missile*, stilled *ray of enfeeblement*, *wither image* [L] (DC 25)
1st – *burning hands* (DC 22), *chill touch* (DC 24), *grease* (DC 22), *identify*, *magic missile*, *protection from good*, *ray of enfeeblement*
0 – *detect magic*, *disrupt undead* x2, *touch of fatigue*
[H] Heroes of Horror, [L] Libris Mortis
Editor's Note: When in her alternate form, Kasha-Lom uses stilled spells or those that have only verbal components.

ABILITIES

Abilities Str 20, Dex 20, Con 26, Int 33, Wis 15, Cha 14

SQ animate dead, control undead, deathless mastery, deathless vigor, tough as bone, undead cohort, undead armor affinity 20%

Feats Combat Casting, Corpsecrafter, Extend Spell, Greater Spell Focus (necromancy), Improved Initiative, Improved Spell Capacity (10th), Mother Cyst, Persistent Spell, Scribe Scroll, Skill Focus (Knowledge religion), Spell Focus (necromancy), Still Spell

Skills Bluff +3, Concentration +34 (+38 casting defensively), Decipher Script +30, Diplomacy +12, Hide +13, Knowledge (arcana) +37, Knowledge (history) +21, Knowledge (religion) +36, Knowledge (the planes) +37, Listen +12, Move Silently +13, Speak Language +1, Spellcraft +39, Spot +7

Possessions combat gear, *twilight exoskeleton armor*, *mask of protection and resistance +5*, *headband of intellect* +6, *belt of mighty prowess*, *bracers of armor +8*, *ring of wizardry III*, *ring of major spell storing*, *staff of necromancy* (18 charges), *amulet of mighty fists +5*, spellbook, spell component case

SPECIAL ABILITIES

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

Animate Dead (Sp): Starting at 2nd level, a pale master begins to exercise control over the undead. Once per day, he can use animate dead, as the spell, without need of a material component. Use the pale master's highest arcane caster level as the caster level for this effect. All other level restrictions of animate dead still apply. For example, a 6th-level sorcerer/3rd-level pale master can animate up to 16 HD of undead with a single use of this ability. Likewise, he can control up to 32 HD of undead created using this ability, the *animate dead* spell, or both.

Control Undead (Sp): Once per day, a pale master of 5th level or higher can gain control over an undead creature (with Hit Dice equal to or less than his highest arcane caster level) by making a successful touch attack against it. The undead creature receives no saving throw to resist this effect. The control lasts for 1 round per class level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned or rebuked as normal. This effect is otherwise identical to the control undead spell. This ability is in addition to the number of undead a pale master can control using his animate dead ability.

Necrotic Spawn Burst (Su): Once per day, as a free action, Kasha-Lom may cause one of her skulking cyst spawns to burst in a 20ft. radius (10d6 damage, Reflex DC 22 half). Any who fail their Reflex save must make a successful Fortitude save (DC

25) or suffer the effects of a necrotic cyst spell (Libris Mortis 68.)

True Strike (Su): Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Undead Graft (Su): At 6th level, a pale master gives in to terrible necrophiliac urges. He cuts off his arm and replaces it with an undead prosthetic, which may be skeletal in form or preserved flesh stitched in place like that of a flesh golem. Regardless of its composition, the graft grants a +4 inherent bonus to the character's Strength score. Additionally, the undead graft allows him to deliver horrible touch attacks. A pale master can use this ability once per day at 6th level, twice per day at 8th level, and three times per day at 10th level. The character must declare that he is using this ability before making the attack roll; a failed attack roll still expends that use of the ability. Each time he makes a touch attack using this ability, the pale master can select from any of the effects described below for which he meets the prerequisite class level. The save DC for the pale master's touch attacks is 10 + his pale master class level + his Cha modifier.

Paralyzing Touch: Any living foe except for an elf that is hit by a pale master's touch attack must succeed on a Fortitude save Weakening Touch: A living foe hit by a pale master's touch attack takes 1d6 points of Strength damage (no save). A creature reduced to Strength 0 dies.

Degenerative Touch: A living foe hit by a pale master's touch attack receives one negative level (no save), and must make a Fortitude save 24 hours later to avoid losing the level permanently.

Destructive Touch: A living foe hit by a pale master's touch attack must succeed on a Fortitude save or take 1d6 points of Constitution drain.

Deathless Master's Touch: A living foe of up to one size category larger than a pale master hit by the pale master's touch attack must succeed on a Fortitude save or die. A slain creature automatically animates 1 round later as a zombie (see page 265 of the Monster Manual) and is under the pale master's control as if he had animated it. Undead created using this power do not count against a pale master's HD total for controlling undead.

SPELLBOOK

spells prepared plus, 0 - all; 1st - alarm, cause fear, charm person, color spray, comprehend languages, disguise self, expeditious retreat, feather fall, jump, mage armor, necrotic awareness, shield, summon undead I, true strike; 2nd – bear's endurance, command undead, darkness, fox's cunning, invisibility, knock, levitate, necrotic cyst, necrotic scrying, see invisibility, summon undead II; 3rd - arcane sight, fly, gentle repose, necrotic bloat, summon undead III; 4th - anticipate teleportation, dimension door, lesser globe of invulnerability, necrotic domination, summon undead IV; 5th - blight, necrotic burst, permanency, teleport; 6th - create undead, globe of invulnerability, necrotic eruption, revive undead, symbol of fear, undeath to death; 7th - control undead, greater teleport, necrotic tumor, reverse gravity; 8th - clone, dimensional lock, greater anticipate teleportation, mind blank, necrotic empowerment, polar ray, symbol of death; 9th - imprisonment, necrotic termination, plague of undead, soul bind

COHORT

Dread Wraith; hp 280 (+18 incorporeal touch, 2d6+2 plus 1d8+2 Constitution drain; Fort +7, Ref +16, Will +16; -6 profane penalty on turning checks; +11 hit points per HD from corpsecrafter, *desecrate*, and unholy toughness); Monster Manual 258

Skulking Cyst Spawn Mob **CR 8**

CE Gargantuan undead (mob of Small skulking cyst spawn)

Dungeon Master's Guide II 60, *Libris Mortis* 120

Init +0; **Senses** blindsight 60ft., darkvision 60ft.; Listen +9, Spot +9

Languages Understands Common

DEFENSE

AC 14, touch 10, flat-footed 10 (-4 size, +4 Dex, +4 natural armor)

hp 325 (30 HD)

Immune undead traits

Resist fire 5

Fort +9 **Ref** +9 **Will** +17

OFFENSE

Spd 20ft.; climb 20ft.; swim 20ft.

Melee mob (5d6+4 plus attachment, crit 20/ x2)

Space 20ft. **Reach** 0ft.

Base Atk +15; **Grp** +31

Atk Options attach, Improved Bull Rush, Improved Overrun

Special Atks blood drain, expert grappler, trample 10d6

Spells Like-Abilities (CL 3rd)

3/day – *darkness*

1/day – *necrotic cyst*

STATISTICS

Abilities Str 18, Dex 19, Con -, Int 10, Wis 10, Cha 10

SQ corpsecrafted, inescapable craving, mob anatomy, turn resistance +2

Feats Alertness, Improved Bull Rush, Improved Overrun, Weapon Finesse

Skills Climb +13, Hide +19, Listen +9, Move Silently +15, Search +8, Spot +9, Tumble +2

SPECIAL ABILITIES

Attach (Ex): If a skulking cyst hits with an intestine, it latches onto the opponent's body. An attached skulking cyst has an AC of 15.

Blood Drain (Ex): A skulking cyst drains blood, dealing 1d4 points of Constitution damage in each round it remains attached. Once it has drained 7 points of Constitution, it uses its necrotic cyst spell-like ability. After that, it drops off and attempts to skitter away into a shadowed corner or other hidden location.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a –20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature

that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to it Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob dispersed by lethal attacks, assume that 30% of its number are slain and 30% reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Unholy Toughness (Ex): A skulking cyst spawn mob gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice (already figured).

TACTICS

Before Combat As soon as Kasha-Lom detects intruders, she casts *necrotic empowerment* and *stoneskin*. If she has time she also casts *protection from good*, *mirror image*, *protection from arrows*, and *shield* in that order. Her dread wraith cohort and the skulking cyst mob move to protect their mistress from incoming melee threats.

During Combat As the party comes down the corridor, Kasha-Lom uses her necrotic cyst burst ability, followed by an *avascular mass* spell centered on a spellcaster. The dread wraith attempts to stay out of range of any enemy clerics or paladins while attacking any target on the fringes of combat. The skulking cyst mob grapples and blood drains anyone attempting to attack Kasha-Lom in melee.

Morale If forced into melee, Kasha-Lom prefers to use her tentacles for melee rather than her dagger - her weapon of choice in her previous life, fighting to the death. The skulking cyst mob and the dread wraith fight to the death, giving their own lives for their mistress.

DEVELOPMENT

If Kasha-Lom is killed, her body relinquishes her fragment of the divine spark, which proceeds in the same fashion as is noted in the Development section in area E2.

E4. Hall of Dust EL 26

Beyond the yawning doorway lies another lengthy corridor lost in shadows. Although the silence of the passage is absolute, the dust-choked air gently stirs and settles on the stone floor where a thick layer of pale powder has collected. The passage is 10ft. wide with a 10ft. high ceiling.

This is the prison area of the Ur-Flan lich Luz. The bleached powder on the floor is the crushed bones of his many skeletal servants who were destroyed in the backlash and is perfectly harmless. It covers the floor of the hall and the lich's chamber in a 3ft. layer and stirs up when disturbed. When the PCs open the door to this corridor, they trigger a silent *alarm* spell that Luz casts every day on the door. Although not overly aggressive, Luz prepares his spells when the alarm is tripped as he is uncertain who or what has breached the seal. He will wait in his chamber at the end of the hall for the PCs. Luz was not as dramatically affected by the backlash as his Ur-Flan allies. Instead, his alignment was shifted from neutral evil to neutral. After a thousand years in the edifice, Luz simply wants out. Of course, he'd rather not part with his fragment of the spark but if faced with certain destruction he'll opt to freely relinquish it in exchange for his freedom (see Development below). If attacked, he defends himself.

Luz, Ur-Flan Necromancer CR 26

Male lich human wizard 5/ cleric 5/ true necromancer 14

Libris Mortis 51, *Monster Manual* 166

N (NE) Medium Undead

Init +13; **Senses** darkvision 60ft.; Listen +26, Spot +28

Aura fear, (60ft.-radius, affects creatures of less than 5 hit dice, Will DC 26), zone of desecration 10ft.-radius

Languages Abyssal, Ancient Flan, Draconic, Ignan, Infernal

DEFENSE

AC 37, touch 23, flat-footed 31 (+ 6 Dex, +5 natural armor, +9 armor, +4 deflection, +2 luck, +1 insight)

hp 252 (24 HD) **DR** 10/ adamantine and good

Immune cold, electricity, polymorph, mind-affecting attacks, quasi-deity traits, undead traits

Resist turn resistance +4; **SR** 30

Fort +21 **Ref** +23 **Will** +35

evasion

OFFENSE

Spd 30ft.

Melee *soul harvester* +19 (2d4+5 plus 1d8 negative energy and paralysis, crit 20/ x4) or

touch +14 (1d8+5 negative energy plus paralysis, crit 20/ x2)

Base Atk +14; **Grp** +15

Atk Options impromptu metamagic (Dragon Magazine 357)

Special Atks death touch (+15 melee, 4d6 damage), paralyzing touch (Fortitude save DC 26), rebuke undead (7/day, 2d6, 22nd, +4 charisma modifier)

Combat Gear *crown of ioun shards* (See Appendix I), *ring of spell turning,* scroll of *avascular mass, destruction, unholy aura* (CL 23), *soul harvester* (See Appendix I)

Wizard Spells Prepared (CL 18th/ necromancy 23rd; +21 ranged touch, +21 vs. SR)

epic – maximized *chain of sorrow** (DC 29), quickened *greater dispel magic*

9th - *energy drain*, *instant refuge* [X]

8th - *mass avascular* [EX] (DC 30), *horrid wilting* (DC 30), *maze*

7th - *chain of sorrow** (DC 29), *control undead* (DC 29), *finger of death* x2 (DC 29), *waves of exhaustion*

6th - *analyze dweomer*, *contingency*, *disintegrate* (DC 26), *eyebite* [E] (DC 28), maximized *lightning bolt* (DC 26), *wall of iron*

5th – *cloudkill* (DC 25), *death throes* [X], *symbol of pain* [E] (DC 27), *waves of fatigue* x2, *wrack* (DC 27)

4th - *dimension door*, *enervation* x2, *evard`s black tentacles*, *greater invisibility*, *stoneskin*
3rd - *displacement*, *fireball* (DC 23), *haste*, *hold person* (DC 23), *ray of exhaustion*, *slow* (DC 23)
2nd - *command undead* (DC 24), *false life* x2, *mirror image*, *resist energy*, *spectral hand*, *web* (DC 22)
1st - *alarm*, *cause fear* (DC 23), *magic missile* x2, *protection from good*, *ray of enfeeblement*, *shield*
0 - *arcane mark, dancing lights, prestidigitation, touch of fatigue* (DC 22)

Cleric Spells Prepared (CL 18th/ necromancy 23rd; +21 ranged touch; +21 vs. SR)
epic – quickened *anti-life shell*, quickened *harm*
9th - *miracle*, *soul bind* (DC 31), *wail of the banshee*[D] (DC 31)
8th - *dimensional lock*, *discern location*, *greater spell immunity*, *unholy aura*[DE]
7th - *blasphemy*[DE] (DC 27), *destruction* (DC 29), *repulsion* (DC 27), *greater restoration*
6th -- *antilife shell*, *banishment* (DC 26), *blade barrier* (DC 26), *create undead*[D], *find the path*, *harm*, *word of recall*
5th - *break enchantment*, *dispel good*[D], *plane shift*, *slay living (DC 27)*, *spell resistance*, *symbol of pain*[E] (DC 27), *true seeing*
4th – *dismissal* (DC 24), *divine power*, *freedom of movement*, *negative energy aura*[X], *spell immunity*, *tongues*, *unholy blight*[DE] (DC 24), *wrack*[E] (DC 26)
3rd – *contagion*[E] (DC 25), *magic circle against evil*, *magic circle against good*[DE], *protection from energy*, *remove curse*, *speak with dead*, *stone shape*, *summon undead III*[E], *wind wall*
2nd - *augury*, *darkness*, *death knell*[DE], *gentle repose*, *resist energy*, *silence*, *summon undead II*[E], *wither limb*[E] x2 (DC 24)
1st – *bane* (DC 21), *comprehend languages*, *doom* (DC 23), *magic weapon*, *obscuring mist*, *protection from evil*, *protection from good*[DE], *shield of faith*, *summon undead I*[E];
0 - *detect magic, detect poison, guidance, inflict minor wounds* x2, *slash tongue*
Domains: Death, Evil; D = domain spell, E = evil spell; *Heroes of Horror, [X] Spell Compendium

True Necromancer Spell-Like Abilities (CL 23rd, +21 ranged touch, +23 vs. SR)
2/day – *create undead*[E], *create greater undead*[E]
1/day – *energy drain*, *horrid wilting* (DC 30), *wail of the banshee* (DC 31)
*Libris Mortis

ABILITIES

Abilities Str 12, Dex 25, Con -, Int 31, Wis 31, Cha 18 +5 inherent bonus to DEX, INT, WIS
SQ spontaneous casting, unholy toughness
Feats Blooded, Craft Wondrous Item, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Improved Spell Capacity:

Cleric & Wizard (10th), Maximize Spell, Quicken Spell, Scribe Scroll[B], Spell Focus (necromancy), Spell Penetration

Skills Appraise +11, Balance +8, Bluff +5, Climb +2, Concentration +28, Control Shape +11, Craft (Alchemy) +19, Decipher Script +18, Diplomacy +17, Disguise +5, Escape Artist +8, Forgery +11, Gather Information +5, Heal +24, Hide +26, Intimidate +5, Jump +2, Knowledge (arcana) +38, Knowledge (history) +18, Knowledge (religion) +38, Knowledge (the planes) +21, Listen +26, Move Silently +16, Ride +8, Search +29, Sense Motive +24, Spellcraft +40, Spot +28, Survival +11, Swim +2, Use Rope +8

Possessions combat gear, *+5 twilight mithral chain shirt*, *bracers of dexterity +6*, *cloak of the bat*, *ring of protection +4*, *ring of evasion*, *bag of holding* (type I), spellbooks.

SPECIAL ABILITIES

Fear Aura (Su): A dreadful aura of death and evil shrouds Luz. Creatures of less than 5 HD in a 60-foot radius that look at Luz must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by Luz's aura for 24 hours.

Paralyzing Touch (Su): Any living creature Luz hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

SPELLBOOK

Spells prepared plus, any unnamed spell in the PH or Spell Compendium at the DM's discretion.

TACTICS

Before Combat If given time, Luz casts *true seeing*, *protection from energy* (fire), *greater spell immunity* (*delayed blast fireball*), and *wind wall*.

During Combat Luz starts off with a quickened *greater dispel magic* followed by *wail of the banshee*. On the second round, he casts a quickened *anti-life shell* followed by *avascular mass*. On the following rounds, he casts quickened *horrid wilting* spells each round followed by maximized *chain of sorrow*, *blasphemy*, or *energy drain*.

Morale Luz despises melee combat. Anyone approaching Luz in melee combat must make a successful Fortitude save (DC 35) or suffer the effects of a potent dose of *dust of sneezing and choking*. Luz relies on the powers of the soul harvester and constantly casts on the defensive. When in melee, Luz employs *greater bestow curse*, *energy drain*, or *maze* on enemy fighters. If Luz falls below one-third his hit points, he attempts to use *word of recall*. Upon his defeat he and all his belongings are transported back to his secret lair deep beneath Reaperkeep in the Great Kingdom of Northern Aerdy.

DEVELOPMENT

Above all else, Luz seeks his freedom. He is willing to negotiate with the party and will not immediately attack them if they do not attack him. He realizes his predicament is hopeless unless he can arrange something with the party. Therefore, he will offer to relinquish his spark fragment for his release and will accompany the party until they are out of the edifice. He is shrewd and still has designs on the spark, but will wait for the opportunity to present itself. His first order of business is to escape the edifice. To relinquish the spark fragment, Luz simply has to will it out of his body (losing his quasi-deity traits), and the same procedure is followed as from areas E1 and E2.

XP AWARD

If the PCs make a deal with Luz, award them the experience points as though they defeated an EL 26.

E5. Ukriel's Anguish (EL 31)

Beyond the door is another long hallway.

The corridor appears bare, but it is not empty. When Ukriel was pulled through the causeway, nearly all of his soul was destroyed in the divine backlash. However, remnants of his good essence still linger in this area. It is all that is left of the would-be godling's purity, but it is consumed by grief and despair. Any good-aligned PC in this area will be touched by "Ukriel's Anguish" and be filled with lament (no save.) Treat this effect as though the character were shaken (-2 penalty on all attack rolls, saving throws, skill checks, and ability checks) that cannot be removed as long as the character remains in the corridor or the chamber ahead.

Floating in the chamber at the end of the hall is Ukriel, now an atropal. His blindsight will detect the party immediately and he will float to the 30ft. ceiling to prepare for them. When they reach the chamber, read the following:

Ahead, the corridor opens into a triangular- shaped room. A storm of black energy crackles from within, sporadically darkening the chamber as a flash of lightning lights up a night sky. Floating in the middle of the black storm is an unsettling sight: the charred, embryonic form of a human child – severely malformed and unfinished. Its giant, bloated body is outweighed by its bulbous head and the thing sprouts scrawny arms with trembling, taloned fingers. Atrophied legs hang lifelessly from the rudiment as it stares vacantly from its glassy eyes. Directly beneath it are two hulking armored death knights wielding savage weaponry.

The atropal is accompanied by two death knights, who were Ukriel's lieutenant knights in their mortal lives. When they died they were entombed with their lord, and were also inadvertently drawn into the divine maelstrom that followed. They continue to serve Ukriel in their cursed afterlife as his bodyguards.

Ad-Hoc Modifiers: Ukriel has been in deep despair for a long time. He and any of his minions suffer a -6 penalty to all actions and DC's due to this. These modifiers have not been added in. Further, Ukriel cannot summon nightmares so long as the PCs hold the other divine sparks.

Ukriel the Anguished **CR 30**

Male abomination, atropal

Epic level Handbook 159

LE Large Undead (Evil, Extraplanar, Lawful)

Init +6; **Senses** blindsight 500ft., darkvision 60ft., telepathy 1000ft., true seeing; Listen +8, Spot +19

Aura negative energy, 30ft. radius
Languages Abyssal, Celestial, Infernal

DEFENSE

AC 51, touch 11, flat-footed 49 (- 1 size, +2 Dex, +40 natural)
hp 792 (66d12 HD) regeneration 20 **DR** 15/good and epic and silver
Immune abomination traits, undead traits
Resist cold and fire 20 **SR** 42
Fort +22 **Ref** +26 **Will** +43

OFFENSE

Spd 5ft., fly 240ft. (perfect)
Melee 2 claws +49 (4d6 +16 plus 5 points of constitution drain /crit 19-20)
Ranged eye ray +30 ranged touch (4 negative levels)
Space 10ft. **Reach** 10 ft.
Base Atk +33; **Grp** +53
Atk Options Devastating Critical (kills target on a critical hit, Fortitude DC 59), Overwhelming Critical (+1d6 damage on a critical hit)
Special Atks Constitution drain, energy drain, spell-like abilities, summon nightcrawler
Spell-Like Abilities (CL 30th; +30 ranged touch, +30 vs. SR)
At will – *animate dead*, *blasphemy* (DC 33), *create greater undead*, *create undead*, *cone of cold* (DC 30), *desecrate*, *finger of death* (DC 33), *greater invisibility*, *plane shift* (DC 33), *slay living* (DC 31), *speak with dead*, *spectral hand*, *greater teleport, unholy aura* (DC34)
5/day – *haste, project image, weird* (DC 35)
3/day – quickened *greater dispel magic*

ABILITIES

Abilities Str 43, Dex 15, Con - Int 28, Wis 22, Cha 42
SQ rebuke/command undead (66th level)
Feats Alertness, Cleave, Devastating Critical (touch)[E], Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (touch), Improved Critical (eye ray), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Overwhelming Critical (touch)[E], Power Attack, Quicken Spell-Like Ability (*greater dispel magic*), Spring Attack, Undead Mastery[E], Weapon Focus (touch), Weapon Focus (eye ray), Whirlwind Attack, Zone of Animation[E]
Skills Concentration +82, Hide -2, Knowledge (arcana) +75, Listen +8, Spellcraft +80, Spot +19

SPECIAL ABILITIES

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20;non-detection; true seeing at will; blindsight 500ft.; telepathy 1000ft.
Negative Energy Aura (Su): All undead in a 30ft. radius (including the atropal) have turn resistance +20 and a negative energy version of fast healing 20. Living creatures in the aura receive 10 negative levels unless they have protection from negative energy or protection from evil. Creatures of 10 hit dice or less perish and rise as specters under the atropal's command 1 minute later.
Constitution Drain (Su): When an atropal hits a living creature with a claw or touch attack, the opponent takes 5 points of Constitution drain (10 points on a critical) and the atropal heals 20 hit points (40 on a critical), all excess points become temporary hit points.
Energy Drain (Su): The atropal has an eye ray of negative energy (400ft. ranged touch attack) that bestows 4 negative levels (8 on a critical) on the target. Each negative level bestowed heals the atropal 10 hit points (20 on a critical), excess points become temporary hit points.
Regeneration: Atropals take normal damage from good weapons or sentient/living weapons.

Azkazel CR 24

Male human death knight fighter 12/ blackguard 9
Dungeon Master's Guide 181, *Monster Manual II* 206
LE Medium Undead
Init +7; **Senses** darkvision 60ft.; Listen +4, Spot +4
Aura aura of despair, aura of evil, fear (15ft.), *unholy aura* (1d6 points of temporary Str damage (Fortitude DC 25 negates).
Languages Celestial, Infernal, Old Oeridian

DEFENSE

AC 38, touch 17, flat-footed 35
hp 282 (21 HD) **DR** 15/ magic
Immune cold, electricity, undead traits
Resist fire 30; **SR** 31 or 25 against good spells/ creatures
Fort +24 **Ref** +19 **Will** +20
evasion

OFFENSE

Spd 20ft. or 80ft., fly 90ft (good) on horseback with *horseshoes of speed*
Melee *+5 thundering unholy lance* +43/+38/+33/+28 (1d8+22 +2d6 unholy vs. good +2d8 sonic on a critical hit, crit 19-20/ x3)
*+5 keen spell-storing adamantine longsword** +41/+36/+31/+26 (1d8+18, crit 17-20/ x2)
Space 5ft. **Reach** 5ft. or 10ft. on horseback
Base Atk +22; **Grp** +35

Atk Options Cleave, Combat Reflexes, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample

Special Atks command undead 9/ day (+6, 2d6+13), smite good 2/day (+6 att, +9 dmg), sneak attack +2d6

Combat Gear *+1 keen spell-storing adamantine longsword* (stores *greater magic weapon**, treated as *keen* due to its scabbard), *horseshoes of speed, ring of ineffable evil (unholy aura), winged shield*

Spells Prepared (CL 9)

4th - *freedom of movement*

3rd - *deeper darkness, protection from energy*

2nd - *death knell* (DC 16)*, devil's eye, shatter* (DC 16)

1st – *doom* (DC 15)*, inflict light wounds* x2

Spell-like Abilities (CL 9)

At will - *detect good*

ABILITIES

Abilities Str 36, Dex 16, Con -, Int 14, Wis 19, Cha 23 +5 inherent bonus to Str, Cha

SQ aura of evil, dark blessing, poison use

Feats Cleave, Combat Reflexes, Epic Prowess[E], Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Improved Critical (lance), Improved Initiative, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance)

Skills Climb +21, Concentration +24, Diplomacy +11, Handle Animal +11, Heal +9, Hide +5, Intimidate +23, Jump +14, Knowledge (Religion) +4, Ride +29, Swim +12

Possessions combat gear, *+5 thundering unholy lance, +5 greater fire resistance mithral banded mail*, *belt of giant strength +6, periapt of wisdom +2*, *ring of evasion*, *scabbard of keen edges*

SPECIAL ABILITIES

Abyssal Blast (Su): Once per day, Azkazel can unleash a blast of eldritch fire in a 20-foot-radius spread anywhere within a 1,240ft. range. The blast deals 20d6 points of damage (half fire, half unholy damage). A DC 26 Reflex halves the damage done. The save DC is Charisma-based.

Aura of Despair (Su): Azkazel radiates a malign aura that causes enemies within 10ft. of him to take a –2 penalty on all saving throws.

Fear Aura (Su): Creatures of less than 5HD within 15ft. of Azkazel must succeed at a Will save (DC 26) or be affected as though by a *fear* spell (CL 21). The save DC is Charisma-based.

Summon Mount (Su): Azkazel can summon a cauchemar nightmare (MM 194) to his side as a standard action. If this nightmare is slain, he cannot use this ability again for a year and a day.

Turn Immunity (Ex): Although he is undead, Azkazel cannot be turned.

Undead Followers: Given time, Azkazel attracts a small army of undead followers.

Unholy Toughness (Ex): Azkazel gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice (already figured).

MOUNT

Nightmare, Cauchemar; hp 202 (AC 39, touch 11, flat-footed 37 with *+3 mithral breastplate barding*, Fort +20, Ref +15, Will +14 with *hand of glory* and *ring of ineffable evil*); Monster Manual 194

Sakyazma **CR 24**

Male human death knight fighter 21

Complete Arcane 81-82, *Monster Manual II* 206

LE Medium Undead

Init +10; **Senses** darkvision 60ft.; Listen +15, Spot +15

Aura fear (15ft.), *unholy aura* (1d6 points of temporary Str damage (Fortitude DC 25 negates).

Languages Celestial, Elven, Flan, Infernal, Old Oeridian

DEFENSE

AC 39, touch 27, flat-footed 35

hp 282 (21 HD) **DR** 15/ magic

Immune cold, electricity, undead traits

Resist fire 30; **SR** 31 or 25 against good spells/ creatures

Fort +16 **Ref** +18 **Will** +17

evasion

OFFENSE

Spd 30ft.

Melee *+5 shocking burst unholy adamantine heavy pick* +36/ +36/+31/+26/+21 (1d6+18 +1d6 electricity +2d6 unholy vs. good creatures, crit 19-20/ x4) and *+5 brilliant energy adamantine flail* +36/+36/+31/+26 (1d8+11, crit 19-20/ x2)

Base Atk +21; **Grp** +34

Atk Options Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Mage Slayer, Pierce Magical Concealment, Pierce Magical Protection, Power Attack

Special Atks abyssal blast, summon mount

Combat Gear *boot of speed*

ABILITIES

Abilities Str 36, Dex 22, Con -, Int 16, Wis 18, Cha 24 +4 inherent bonus to Str, Dex, Cha

SQ unused class abilities

Feats Able Learner, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Greater Two-Weapon Fighting, Improved Critical (flail), Improved Critical (heavy pick), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Mage Slayer, Overwhelming Critical (heavy pick)[E], Pierce Magical Concealment, Pierce Magical Protection, Power Attack, Two-Weapon Fighting, Weapon Focus (flail), Weapon Focus (heavy pick)

Skills Balance +13, Climb +23, Handle Animal +12, Intimidate +31, Jump +25, Knowledge (arcana) +4, Knowledge (history) +4, Knowledge (religion) +4, Knowledge (the planes) +8, Listen +15, Move Silently +16, Ride +18, Search +8, Sense Motive +5, Speak Language +1, Spellcraft +8, Spot +15, Survival +9, Swim +18, Tumble +20

Possessions combat gear, *+5 shocking burst unholy adamantine heavy pick, +5 brilliant energy adamantine flail, +5 greater fire resistance mithral chain shirt, amulet of natural armor +5, belt of giant strength +6, cloak of charisma +6, ring of evasion, ring of ineffable evil (unholy aura)*

SPECIAL ABILITIES

Abyssal Blast (Su): Once per day, Sakyazma can unleash a blast of eldritch fire in a 20-foot-radius spread anywhere within a 1,240ft. range. The blast deals 20d6 points of damage (half fire, half unholy damage). A DC 27 Reflex halves the damage done. The save DC is Charisma-based.

Fear Aura (Su): Creatures of less than

5HD within 15ft. of Sakyazma must succeed at a Will save (DC 27) or be affected as though by a *fear* spell (CL 21). The save DC is Charisma-based.

Summon Mount (Su): Sakyazma can summon a cauchemar nightmare (MM 194) to his side as a standard action. If this nightmare is slain, he cannot use this ability again for a year and a day.

Turn Immunity (Ex): Although he is undead, Sakyazma cannot be turned.

Undead Followers: Given time, Sakyazma attracts a small army of undead followers.

Unholy Toughness (Ex): Sakyazma gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice (already figured).

TACTICS

Before Combat The atropal detects the party immediately and floats 30ft. to the ceiling. There, it casts *greater invisibility* and *project image* to appear floating in the center of the room. If it has enough time, it will also cast *unholy aura*.

Sakyazma activates his *boots of speed* and readies his heavy pick against a charge (if successful his attack deals double damage).

Azkazel casts *freedom of movement* on himself and mounts his nightmare.

During Combat As soon as the party is in range, the atropal will blast them with *blasphemy* and *weird* through the projected image, while the death knights engage any fighters. If possible, the death knights remain within 30ft. of the atropal to benefit from its negative energy aura. After its initial attacks, the atropal casts quickened *greater dispelling* on a PC and follows up with claw attacks on the same target while blasting other opponents with its eye ray.

Sakyazma immediately uses his abyssal blast while the PCs are still grouped together and readies himself against an incoming charge. On the following rounds Sakyazma wades into combat seeking out enemy arcane spellcasters first then moving to divine spellcasters.

Azkazel attacks each round on horseback harrying his enemies from their fringes with the nightmares trample and ride-by attack abilities. Should Azkazel be dismounted he activates the *greater magic weapon* stored in his longsword and uses his *winged shield* to fly above his enemies to harry them further.

Morale The atropal is fearless and attacks until it falls, making sure to use its greater dispel magic every round while attempting to land its devastating criticals on enemy fighters.

Sakyazma considers death by the sword an honorable death and fights to the death deep within the PCs line. This ploy is only to keep the PCs diverted from Azkazel and the atropal.

If cornered Azkazel uses of his abyssal blast while attacking anyone in his reach with attacks of opportunity.

DEVELOPMENT

If the atropal is slain, it wails in agony as the final spark fragment emerges from its writhing, shriveled husk. With the spark restored, the party lays Ukriel's soul to rest and receives "Ukriel's Blessing" they are instantly healed of all wounds and spellcasters recover all lost spells as though fully rested. The effects of "Ukriel's Anguish" are also lifted and at the DM's option, slain PC's are raised to full health. The Celestial Verge now possesses all of its powers and the party must decide what to do with it. If Luz is still with them, he will keep a close eye on the PC carrying the verge but will bide his time. They are not out of the edifice yet

The Hunters of the Hierarch EL 26

Unbeknownst to the party, a powerful regiment of devils from the Horned Society have been sent to the isle to collect the spark. They are accompanied by Warduke, evil champion of the Unnameable One and scourge of the Flanaess. Their mission is simple: destroy the party and claim the spark. To make matters worse, when the final seal in the edifice was broken, the magical protections preventing evil creatures and outsiders from entering was lifted (although the dimensional lock is still in place). Now Warduke, along with a company of horned devils and two assassin devils, have accessed the edifice and await the party in area E1.

Fortunately for the PCs, there are a few things that their enemies didn't anticipate. They are expecting a worse-for-wear party of adventurers to emerge from area E5, not a fully rested, fully healed group. Also, the wildcard Luz may be here to assist the party. Finally, the Celestial Verge will help even the odds in the final battle.

The Horned Society fighter Warduke and his retinue are ready to spring an ambush upon the party's return to the inner sanctum (E1) with the Celestial Verge.

Warduke **CR 20**

Male human fighter 18

Dungeon 105

CE Medium Humanoid

Init +3; **Senses** low-light vision, see invisibility; Spot +2, Listen +2

Languages Abyssal, Common, Infernal

DEFENSE

AC 34, touch 16, flat-footed 29
dodge, mobility

hp 318 (18 HD)

Immune charm

Resist fire 10; **SR** 28

Fort +20 **Ref** +9 **Will** +8
death ward

OFFENSE

Spd 30ft. spring attack

Melee *+3 bane vs humans anarchic flaming burst bastard sword* +36/+31/+26/+21 (1d10+18+1d6 fire/ crit 17-20) and
+5 bashing heavy steel shield +32 (1d8+6, crit 20/ x2)

Base Atk +18; **Grp** +29

Atk Options Combat Expertise, Great Cleave, Power Attack, Quick Draw, Whirlwind Attack

Special Atks fear gaze (Will DC 24), quickened still silent *death knell*

Combat Gear *fearsome eye fiendish graft*, *boots of speed*, potion of cat's grace (CL 5), potion of *invisibility* (CL 5), potion of *spider climb* (CL 5), 2 potions of *cure serious wounds* (CL 10), *warduke's helm*

ABILITIES

Abilities Str 33, Dex 16, Con 28 Int 13, Wis 15, Cha 20 +5 inherent bonus to Strength, +4 inherent bonus to Constitution and Charisma

Feats Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency(bastard sword), Great Cleave, Greater

Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Improved Shield Bash, Mobility, Power Attack, Quick Draw, Spring Attack, Track, Two-Weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack

Skills Climb +32, Intimidate +35, Jump +32, Knowledge (the planes) +12, Survival +12 (+14 on other planes), Swim +14

Possessions combat gear, *+3 anarchic human bane flaming burst bastard sword, dagger of venom, +3 moderate fortification ceremonial spiked half-plate, +5 bashing heavy steel shield, warduke's helm, amulet of health +6, gauntlets of giant strength +6, ring of protection +3, ring of death ward* (20 charges)

SPECIAL ABILITIES

Fiendish Graft: Fearsome eye, grants the ability to continuously *see invisibility* (CL 20). Also the eye allows Warduke to make a gaze attack (Will DC 24 or be paralyzed with fear)

Warduke's helm (major artifact): Grants wearer low-light vision and a natural armor bonus equal to his Charisma modifier. Wearer gains a +10 bonus on Intimidate checks, a SR 10 plus level of wearer, and immunity to all charm effects. Two small rubies are set in the helm allow wearer to cast quickened still silent *death knell*. A third large ruby stores a quickened still silent word of recall.

Deathbringer (2) CR 17

Monster Manual II 55

NE Large Undead

Init +2; **Senses** darkvision 60ft.; Listen +43, Spot +43

Languages Abyssal, Infernal

DEFENSE

AC 33, touch 11, flat-footed 32 two weapon defense

hp 195 each (30 HD)

Immune undead traits

Fort +10, **Ref** +12, **Will** +19

OFFENSE

Spd 40ft.

Melee masterwork flail +17/ +12/ +7 (2d6+5, crit 19-20/ x3) and masterwork flail +17 (2d6+5, crit 19-20/ x3) or
2 slams +19 (1d8+5, crit 20/ x2)

Space 10ft. **Reach** 10ft.

Base Atk +15; **Grp** +22

Atk Options Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack

Special Atks negative burst, trample

Spell-Like Abilities (CL 20th)
At will – *greater dispelling*

ABILITIES

Abilities Str 20, Dex 15, Con -, Int 13, Wis 14, Cha 7

Feats Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (flail), Improved Sunder, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (flail)

Skills Intimidate +31, Jump +36, Listen +35, Move Silently +29, Spot +35

Possessions combat gear, masterwork heavy flail x2, masterwork banded mail

SPECIAL ABILITIES

Negative Burst (Su): Range 100ft., 20ft.-radius burst that deals 1d8+10 points of negative energy damage to living creatures in the area of effect (Will DC 23 half). This heals the deathbringer the same amount if in the burst radius.

Trample (Ex): A deathbringer can trample opponents at least one size category smaller than itself. This attack deals 2d4+9 points of damage. Due to the deathbringer's Improved Overrun feat, the target is not allowed to avoid this attack, but may make an attack of opportunity at a -4 penalty.

Horned Devils (4) CR 19

Advanced elite horned devil

Monster Manual 55

LE Large Outsider (Evil, Lawful, Extraplanar, Baatezu)

Init +10; **Senses** darkvision 60ft., see in darkness; Listen +27, Spot +27

Aura fear 5ft. (Will save DC 30)

Languages Abyssal, Celestial, Common, Draconic, Infernal telepathy 100ft.

DEFENSE

AC 38, touch 19, flat-footed 28

hp 470 each (20 HD) regeneration 5 **DR** 10/ good and silver

Immune fire, poison

Resist acid and cold 10; **SR** 28

Fort +21 **Ref** +22 **Will** +18

OFFENSE

Spd 20ft., fly 50 (average)

Melee masterwork spiked chain +33/+29/+29 (2d6+18, crit 20/ x2) and
bite +29 (2d8+6, crit 20/ x2) and
tail +29 (2d6+6, crit 20/ x2) or
2 claw +31 (2d6+12, crit 19-20/ x2) and
bite +29 (2d8+6, crit 20/ x2) and
tail +29 (2d6+6, crit 20/ x2) or

Space 10ft. **Reach** 10ft. (20ft. with spiked chain)

Base Atk +20; **Grp** +34

Atk Options Cleave, Improved Sunder, Power Attack, Quicken Spell-Like Ability (*greater teleport*)

Special Atks stun (DC 32), Infernal Wound (DC 29),

Combat Gear *scarab of protection* (12 charges)

Spell-Like Abilities (CL 20th)
At will—*dispel chaos* (DC 25), *dispel good* (DC 25), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 25)
3/day—*fireball* (DC 23), *lightning bolt* (DC 23)

ABILITIES

Abilities Str 35, Dex 30, Con 28, Int 14, Wis 19, Cha 30

Feats Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*greater teleport*), Weapon Focus (spiked chain)

Skills Bluff +33, Climb +30, Concentration +32, Diplomacy +37, Disguise +15, Hide +26, Intimidate +30, Knowledge (religion) +3, Listen +27, Move Silently +26, Search +20, Sense Motive +22, Spot +27

Possessions combat gear, 2 masterwork spiked chains

SPECIAL ABILITIES

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 30 Will save or be affected as though by a fear spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 32 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 29 Heal check, a cure spell, or a *heal* spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a horned devil's tail must succeed on a DC 29 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

See in Darkness (Su): Cornugons can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Summon Baatezu (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Telepathy (Su): Cornugons can communicate telepathically with any creature within 100 feet that has a language.

Unholy Toughness (Ex): The horned devils gain a bonus to its hit points equal to its Charisma modifier times its Hit Dice (already figured).

TACTICS

Before Combat Warduke drinks his potions of *cat's grace*, *invisibility*, and *spider climb* beforehand and waits for the party on the wall above the door leading to area E5.

The horned devils each cast *magic circle against good* and hide just inside the three other halls (to E2, E3, and E4.)

The deathbringers guard Warduke's flank one readies against a charge, while the other readies to counterspell the first spell cast at them.

During Combat Warduke fights defensively and stands his ground or readies an action against a charge. Warduke remains within reach of his retainers at all times.

The horned devils take turns using hit-and-run teleport attacks while staying in range of Warduke and employing their spell-like abilities and melee attacks.

The deathbringers useng their *greater dispel magic* ability each round and rushing forward to trample their enemies and unleash their negative energy burst (of which Warduke is currently immune).

Morale In the event, that the battle goes poorly, the deathbringers and the horned devils cover Wardukes escape by any means possible (blocking the shaft entrance will suffice.)

Warduke uses his *boots of speed* and *spider climb* up the shaft to the island surface where he can activate his *word of recall*.

Concluding the Adventure

Once the battle is over, the PCs must decide what to do with the Celestial Verge. They may decide to keep it, in which case they will undoubtedly attract unfriendly attention from both good and evil beings. The Unnameable Hierarch and followers of Heironeous will certainly be looking for them, to name a few. Perhaps a few concordant killer / legendary dreadnoughts will pay them a visit. Should the PCs choose this route, life should become extremely difficult – even for epic level characters.

There is also the question of Luz. If he has survived to this point, his actions will depend heavily on the state of the party. He will not risk his (un)life over the spark, but he will try to claim it if he is relatively unscathed and the party is in poor shape. The lich does this only if there is very little risk and, if possible, will obtain the scepter without needless death. Ultimately, the DM must decide what to do with Luz, he could become a prominent NPC in the campaign.

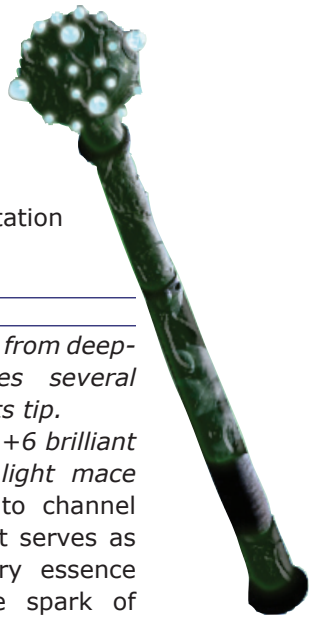
If they return the verge to its proper place in the altar in area E1, the dimensional lock is lifted from the edifice and an aspect of Heironeous appears to congratulate them. As a reward, each PC is elevated to divine rank 0 and granted quasi-deity traits. This reflects the gratitude of all the gods, especially the greater deities, and not just Heironeous. They all have a certain amount invested in mortals that undergo ascension and prefer to keep the cosmic order in balance. After they have been rewarded, the party is promptly returned to their homes where a royal reception awaits their honor. All major non-evil NPCs of Greyhawk (Mordenkainen, Philidor, etc.) will be in attendance to congratulate them personally. Perhaps, at some point during the reception, the PCs are approached by one of these NPCs who require their services.

*

ACKNOWLEDGMENTS

This adventure uses some source material for reference and inspiration. Among them are WGR6 Ivid the Undying by Carl Sargent, The Lost Temple of Demogorgon by Sean K. Reynolds (Dungeon 120), the Warduke Critical Threat article by Paizo staff (Dungeon 105), and Artifacts of Oerth by Allan Grohe and Erik Mona (Dragon 294).

Celestial Verge



Major Artifact
Price priceless
Body Slot carried
Caster Level 21st
Aura strong; (DC 21)
conjuration and transmutation
Activation —
Weight 6 lb.

DESCRIPTION

This ornate scepter forged from deep-green oerthblood houses several pearl-sized diamonds at its tip.

The scepter acts as a *+6 brilliant energy holy oerthblood light mace* that allows spellcasters to channel touch spells through it. It serves as a receptacle for the very essence of godlike power – the spark of divinity. Although its name implies it came from celestial beings (angels, archons, eladrins, etc.), the Celestial Verge is a non-alignment specific artifact. It simply holds raw divine energy in its purest form.

When the scepter is empty, it holds no powers. However, as the diamond tip is filled with portions of divine energy (such as the spark fragments in this adventure), it gains the following powers and abilities that it imparts on the wielder:

1 fragment – grants the user a *mass resurgence* and *mass shield of faith* (*Spell Compendium* 175 and 188) effects on the user and their allies (+5 morale bonus to all saves and +5 deflection bonus to AC)

2 fragments – grants the user a *mass conviction* and *vigorous circle* (*Spell Compendium* 61 and 229) effect on the user and their allies (+5 morale bonus to all saves and fast healing 3.)

3 fragments – grants the user a *mass death ward* and *mass spell resistance* (*Spell Compendium* 52 and 199) effect on the user and their allies; SR 35.

4 fragments: the wielder may cast the epic spell *contingent resurrection* 1/year and spellcasters wielding the scepter may channel their spells through it, granting them a +6 insight bonus to overcome spell resistance (if applicable; not including deities).

More importantly, the divine spark in the Celestial Verge is an integral part of the divine ascension process. Characters cannot simply become gods because they possess this powerful artifact; that is something only deities are capable of and is beyond the scope of this adventure. However, DMs may allow epic characters to harness and manipulate the raw energies stored in the scepter to develop epic spells or artifacts. In this case, the energy has properties similar to oerthblood.

Crown of Ioun Shards

Minor Artifact
Price priceless
Body Slot head
Caster Level 21st
Aura strong; (DC 24) varied
Activation standard
Weight 1lb.

DESCRIPTION

A rainbow of crystal shards form around a crown of oerthblood (Dragon Magazine 351).

This esoteric artifact combines all of the powers of the ioun stones (DMG 260) and (ELH 313).

Soul Harvester

Minor Artifact
Price: priceless
Body Slot: carried
Caster Level: 23rd
Aura: overwhelming; (DC 25) varied
Activation: standard
Weight: 10lbs.

DESCRIPTION

This darkwood, serrated adamantine-bladed scythe is decorated with shiny azurite, onyx, malachite and obsidian gems. Adamantine bands enwrap the shaft ending in a thick shod of the same metal.

Soul Harvester acts as a *+5 adamantine scythe* while combining the powers of a *staff of power* and a *rod of greater quicken spell.* Further, the wielder may channel touch spells and effects in melee upon each successful hit. *Soul Harvester* constantly grants its user *deathwatch*, as the spell. Finally, so long as the scythe has been used to slay any living creature that week, its wielder is granted spell resistance 12 + their caster level.

*

Dean Oyobo
www.paleshadows.co.uk